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FROM THE LETTER BOX

It's been a couple of months now since we started the Mecha-Press/Protoculture Addicts poll, and we've received quite a bit of response. Thank you to each and everyone of you who took the time to copy and fill the questionnaire, it was greatly appreciated!

It is still too early to do a full report, but a few tendencies have already emerged. The first few questions revealed that our readership is divided about evenly between the anime/gamer and the anime/modeler; the typical Mecha-Press reader is male, between 18 and 25 years old, and is still in school (university for the most part).

The look of the magazine has brought nothing but high praises from everyone. From the graphic layout to the number and quality of the illustrations, Mecha-Press seems to satisfy. The opinions were divided about the reduction in size and the price increase, however; most prefer the smaller size with color along with a slight increase in cost.

Among the favorite features were the Mecha Files (of course), the Character Files and the Engineering Outlook. This last feature had disappeared from our pages and many pleaded in favor of its return. We put our engineer to work and the column should be back in time for the summer. Future subjects will include sensor and control systems, as well as more anime-related sciences.

The question about the possible merchandising items from Ianus Publications was a bit rhetorical in nature. We do plan to produce T-shirts and lapel pins in the near future, but the models are still just wishful thinking, unfortunately. Many people circled "Subtitled Video", but it wasn't meant to be taken seriously... We do not have the money to enter such a market, and there are already plenty of good subtitling companies around. Sorry!

All in all, most of the suggestions were put to good use. Your opinions helped us define the new format (the second issue of which you're holding in your hands) to better suit our readership's needs and expectations. With these changes, we hope you'll enjoy this year's issues of the Mecha Gaming and Modeling Magazine.

Marc-Alexandre Vézina

Marc-Alexandre Vézina

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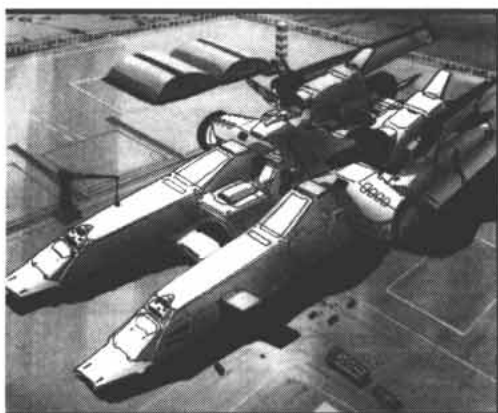
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WHAT'S GUNDAM 0083

by Martin Ouellette



In March 1991, after two years of rumors, Sunrise released a new volume of the Gundam saga: *Kidō Senshi Gundam F-91*. The movie, the fifth of the saga, did not enjoy the popularity it should have, even with the help of a massive publicity drive. There were too many transgressions of the Gundam traditions and the viewers just didn't accept that. At the same time as *F-91*, another Gundam was introduced, named *Kidō Senshi Gundam 0083: Sakusen* (*Gundam 0083: Stardust Memory*). It was released in the overwhelming shadow of *F-91*, but soon took over it as it became the revelation, the happening of 1992.

As in *Gundam 0080: War in the Pocket*, *Gundam 0083* is a return to the beginning of the Gundam saga. The story takes place in 0083 U.C. and shows us the life under fire of an entirely new cast of characters who have absolutely nothing to do with the ones in the first part of the saga. The scenario, written by Yosuke Takahashi, gives an atmosphere that reminds us of *Zeta Gundam* and the magnificent characters, designed by Shihiro Kawamoro (who worked on 0080 as animation director), are unbelievably complex and alive.

The Mecha design team is composed of cracks like Hajime Katoki (who created the *Gundam Sentinel* mecha), Mika Akitaka (who worked on the designs of *Gundam 0080*) and one of the mecha gods himself, Shoji Kawamori (*Macross T.V.*, series and movie, *Dangaio*, etc.) who took care of the mechanical styling. Needless to say, they did a superb job. The worthy successor of *Gundam 0080*, 0083 is considered by many to be the ultimate Gundam animation, with its incredible graphic quality and detailed mecha.

The story is also excellent, inserting itself between the One Year War and the Gripps War, thus setting the stage for the horrific battles we will see in *Zeta Gundam*. The beauty of it is that we can now understand many of the political aspects of the things to come. But whatever the look, the feel of the series or the characters, *Gundam 0083: Stardust Memories* is, as *Gundam 0080: War in the Pocket*, a new beginning for the Gundam saga, something that will permit the younger generation to relate to a plot and timeline created at the end of the 1970's.



MAXIMUM METAL

Maximum Metal is the military vehicle and powered armor supplement for the Cyberpunk 2020 game system. Rules for designing and using tanks, artillery, ground-support aircraft and aerodynes are included, as well as a very complete and flexible Powered Armor rule system.

Sample vehicles and powered armors are also included in the book. According to R. Talsorian Games, these are the official, final vehicle rules for CP2020.

MEKTON SUPPLEMENTS



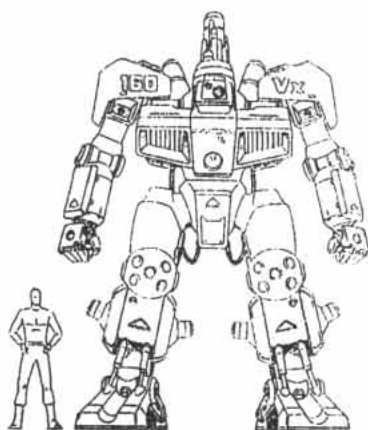
Earlier this year, Ianus Publications obtained the license to the widely acclaimed Mekton role-playing system from R. Talsorian Games Inc. The first product, titled the Jovian Chronicles, is scheduled for a GenCon '93 release.

The Jovian Chronicles will be a complete universe sourcebook, allowing the players to play anyone from a Jovian mecha pilot to a hardy Nomad merchant. A full-length campaign is included in the book, as well as twelve fully detailed mecha designs complete with technical cut-away view. The Jovian Chronicles will also include nearly fifteen ship designs.

A rich cast of Player and Non Player Characters is introduced and can be used with either the campaign or the gamemaster's personal adventures.

The second Ianus Mekton adventure sourcebook will be released in early Fall and will be titled Moonlight Mechanix.

PALLADIUM MINIATURES



Palladium Books plans on launching its line of quality metal miniatures. These non-lead miniatures will include Macross II mecha and figures.

All the miniatures will be high quality, with an attention to detail and scale. The first metal miniatures will be based on Palladium's phenomenally popular Rifts role-playing game about a future Earth where dimensional "rifts" have transformed the earth into an alien world besieged by supernatural monsters and brimming with superhumans, cyborgs, robots, alien invaders, magic and mecha.

Announced for a July release are:

- 1) Glitter Boy #1 (armor and pilot);
- 2) Xiricix Pack (3 figures);
- 3) Coalition Soldiers #1 (4 figures);
- 4) Coalition Dog Pack #1 (4 figures);
- 5) Men of Magic #1 (4 figures).



FLASH NEWS

- Dark Horse plans to release the APPLESEED DATA BOOK sometime in late 1993 (from The Rose #36).
- A second PATLABOR movie is due to be released later this year. It will take place two years after the first film.
- It seems that the new GUNDAM TV series, after only a few episodes, is not raising much interest in Japan. There are already some rumors of cancellation. Damn.
- MACROSS II has been released in a 120-minute theatrical version. It made its debut in Florida at the end of March and toured through Maryland, Ohio and California in April. It is distributed by Tara Releasing.
- U.S. Renditions will produce another soundtrack CD. After the success of their ROBOTECH CD (which sold out very quickly) and their AKIRA CD, they will soon release a MACROSS II compact disc containing five songs and fourteen BGM.
- GIANT ROBO, released in English by LA Hero and US Renditions, will also be released in theaters by Tara this summer. This is a superb OVA series based on a classic manga of the 50s. The animation is quite extraordinary (directed by Yasuhiro Imagawa, mechanical designs by Makoto Kobayashi, special effects by Hideaki Anno) and the soundtrack is one of the finest. A must either on video or in theatrical releases.

DRAGONBALL Z PLASTIC FIGURES

The famous 1/12 scale action figures of the various Dragonball Z characters are now imported and distributed by Horizon Hobbies and Toys.

Molded in high quality plastic, these figures come fully painted with accessories in a sturdy illustrated cardboard box that can double as a stand. Characters available are Son Goku, Vegeta and Trunks (normal and Super Saiyan versions), Son Gohan, Kiliyn and Piccolo Daimaoh.



NEW KITS FROM BANDAI

Bandai has released three plastic kits from the serie Tekkaman Blade. In addition to the Tekkaman Blade itself, the models now available are the Sol Tekkaman, the Tekkaman Evil, and the Tekkaman Blaster. They are molded in colors and are fully posable.

Tekkaman Blade models, manufactured by Bandai, plastic model kits, 1/16 scale.



FLASH OF HATHAWAY GETS OFFICIAL

Yoshiyuki Tomino's side story THE FLASH OF HATHAWAY has been officially incorporated into the GUNDAM timeline. It is set in UC 0105 and involves a 25-year-old Hathaway Noah piloting the RZ-105 Xi-Gundam against a terrorist group called Mufti, after its leader Mufti Neville Erin. Also, Tomino's novelization of CHAR'S COUNTERATTACK is very different from the anime version. It uses Beltochka Irma from Z GUNDAM in place of Chang Agi. Beltochka is pregnant with Amuro's child, who communicates with his father by telepathy from the womb. (From The Rose #36).

MS WARS GUNDAM 0083

This book is one of the best books on Gundam 0083, especially in terms of film story and the description of mecha. No other book on 0083 will give you a more detailed description of mecha than this one (in Japanese, unfortunately).

The book also contains several original illustrations by Kawamoto & Sano (some of them were actually used by Tokyo Water Works for a campaign), which make it an even better buy. The book lacks the characters establishment, however, although interviews with major cast members somewhat compensates. (From UC Herald #2)

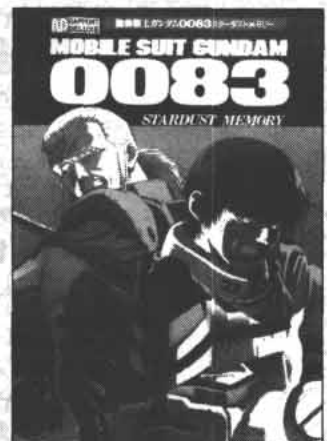


RAPPORT DELUXE MS GUNDAM 0083

The ultimate Gundam 0083 book for fans. This text-intensive (in Japanese) book contains the most extensive glossary of 0083 terms as well as a very detailed character guide with editor's comments.

This book also offers a detailed analysis on backgrounds and events in 0083. A very interesting interview with the staff of 0083 (Imanish, Katoki, Kawamoto and others) reveals many secrets behind the making of the OVA series.

As a special bonus, a silver sheet of stickers containing various 0083 emblems is included. A must for the Gundam fan. (From UC Herald #2)



U. C. HERALD

The "fanzine by Gundam fans for Gundam fans" is the brainchild of a California-based group of fans. It is one of the best sources of information about Gundam in English, although it is irregular and may be hard to find. It is distributed through Nikaku Animart, and has black&white interior pages with a photocopied color cover. Two issues are out, focusing on 0083.

GUNDAM 0083 OVERVIEW

by Martin Ouellette

December 31, 0079 U.C. (Universal Century). The last units of the Jion fleet reunite at the asteroid base Abowaku. Although the forces of Jion have superior mobile suits, the sheer number of the Federation units progressively submerge them. At the same time, Krishia Zavi, in a fit of familial justice, executes her brother Gren for the murder of their father and thus leaves Jion without an adequate leader. Seeing the battle lost, two of the Jion fleet's generals, Aiguille Delaz and Maharaja Khan, decide to try to save the remnants of the archduchy. Aiguille Delaz disappears with many units of the fleet, vowing to preserve the heritage of the Zavi family. One of his followers is Anavel Gato, an ace pilot nicknamed "the Nightmare of Solomon".

However, the biggest part of the surviving fleet followed Maharaja Khan, ex-officer of the general staff of Dozzle Zavi. Khan, wanting to bring the two survivors of the Zavi family (Zena, the wife of Dozzle, and her daughter Mineva) to safety, leads his flotilla to the asteroid base called Axis.

As the Federation starts to heal the wounds the Earth had suffered during the year-long war, it is decided that the colonies will not benefit from these efforts of reconstruction. The federal government also decides to adopt an extremely firm colonial policy and discourages the industrial groups who would like to do business with the colonies by imposing heavy economic restrictions. The year 0080 U.C. passes without any incidents but, in 0081 U.C., the forces of general Aiguille Delaz start hit-and-run attacks on federal military installations and engage secret negotiations with a Jion

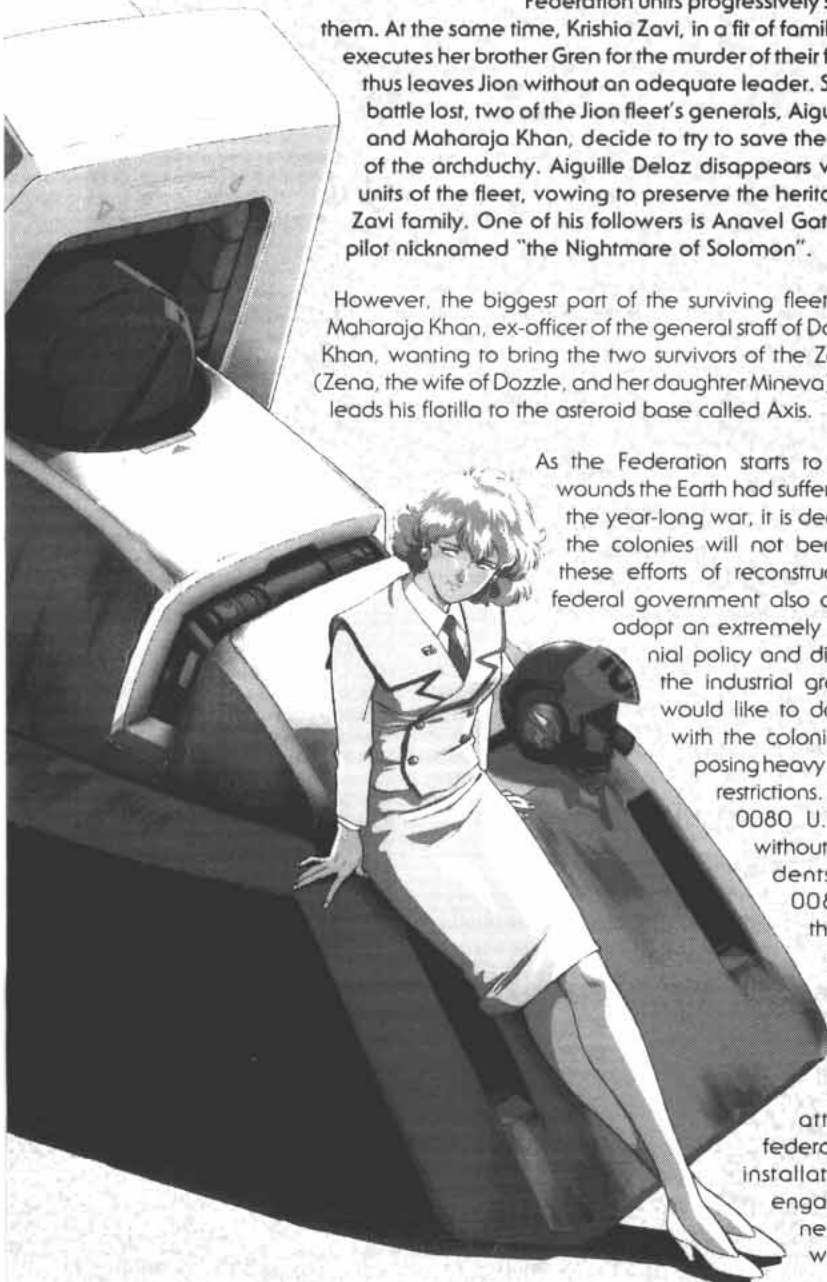
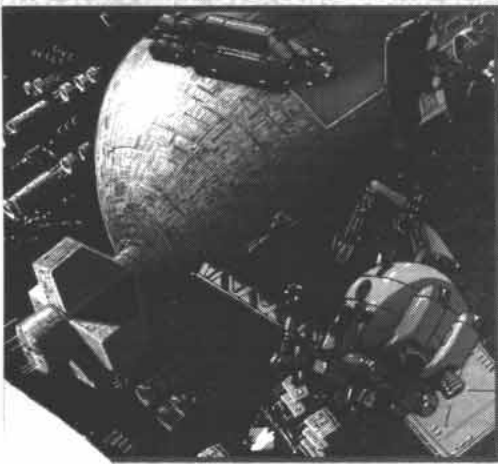


- splinter group inside the Anaheim Electronics multinational for contracts about new MS for the fleet.

- The 28th of March 0081, the forces of Maharaja Khan finally reach Axis after a nearly year and a half voyage. But the long trip took its toll on Zena Zavi and she dies on the fifth of May 0081 U.C., leaving her daughter Mineva under Khan's protection.

- The year 0082 U.C. is very calm but in January 0083 U.C., Delaz learns about the Gundam project, which consists of developing a Gundam MS unit with tactical nuclear capabilities. In March 0083 U.C., he starts the design of an enormous military operation which would necessitate the use of the RX-78 GP02A Gundam; by July, the last details of the operation are in place. On the 13th of October 0083, date of the delivery of the atomic Gundam to the federal army, Anavel Gato steals the MS and starts his run to rejoin the Delaz fleet and complete Operation Stardust. He is naturally pursued by the Federation and the GP01 "Zephyranthes" piloted by Kou Uraki. As things go on, it is revealed that Operation Stardust is more than stealing the Atomic Gundam: it is also about using it!

- Fights succeed to fights as the GP01 gets clobbered by Cima Garahau, one of Jion's aces. On the 10th of November, the GP02A fires the atomic bazooka on the Federation fleet assembled to celebrate their victory at Konpei Island (Solomon). As the Federation's chain of command is hopelessly disrupted and two thirds of its fleet is destroyed, Eyphar Sinapus, captain of the Pegasus-class ship Albion, takes the responsibility of commandeering the GP03 "Denbrobium Stamen", the last hope of stopping the Delaz fleet from sending a space colony crashing on Earth. On the 12th of November, lieutenant Kou Uraki, piloting the "Denbrobium Stamen", engages the Delaz fleet single-handedly while



colonel Cima Garahau executes general Aiguille Delaz and takes command of the Delaz fleet. She also contracts the Federal High Command to negotiate her surrender, just as general Jamitov Haiman arrests major general John Koweyn and takes command of the Federation's military operations. [As a parenthesis: It is suspected that Garahau and Haiman had made plans together to provoke incidents in a way that would permit them to take command. Since Colonel Garahau helps the Federation to defend the solar laser system (Solar System II) against the attacks of Anavel Gato's units, that she was rather independent from the Delaz fleet, and the arrest of general Koweyn by Haiman happens exactly at the same time as the negotiations she started with the Federation (thus muzzling the most powerful leader of each faction and taking their places), the assumption of collusion between Garahau and Haiman is not as far-fetched as it would seem. Ass. Ed.]

The operations to destroy the falling colony all fail and, on the 13th of November 0083 U.C. at 0H34.38 sec, the cylinder hits the North American continent. The fourth of December, Jamitov Haiman, now in command of the Federation's military, imposes the formation of Titans, a special army corps that would be used, at first, to pursue and destroy the remnants of Jion and then prevent all emancipation attempts by the colonies.

In 0085 U.C., rather horrified by the Titans' treatment of the colonies, Blex Fora, ex-senator of the E.U.G and Quattro Bagina, ex-officer of the federal army, form A.E.U.G. (Anti Earth United Government) and start to oppose the Titans. On March 2, 0087 U.C., the Gripps war erupts as a near-direct consequence of Operation Stardust. This is the beginning of Zeta Gundam.



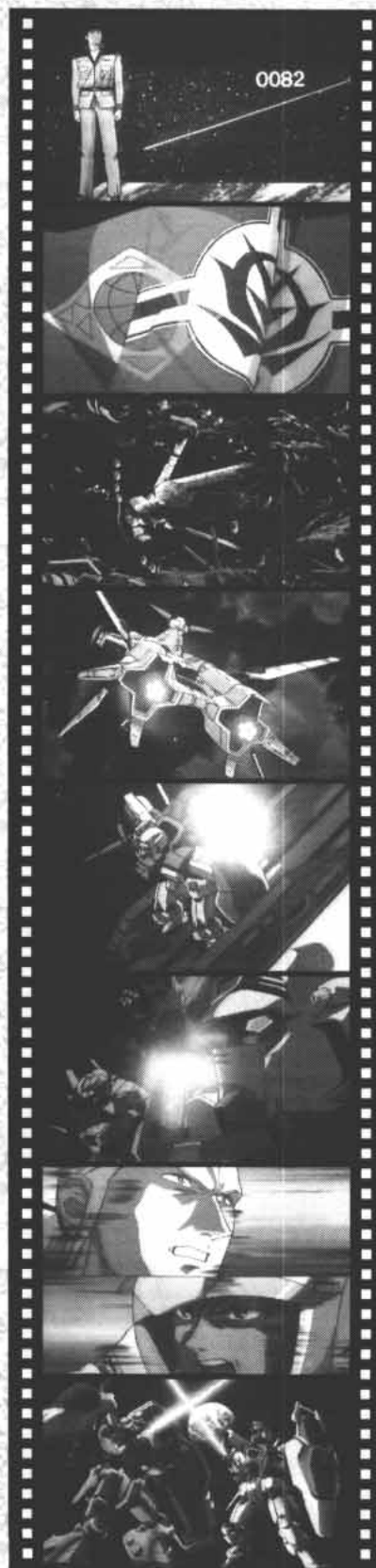
WHAT ABOUT THE ANIMATION ?



As a kind of follow-up to 0080: War in the Pocket, we could think that the plot of 0083: Stardust Memory would be somewhat similar. That is not the case. The plot of 0083 signals more or less the return to more conventional Gundam. In fact, 0083 could be thought of as a preview of Zeta Gundam. This is what is so brilliant in that series. The links are a masterpiece of cunning, presenting new characters to the public, but also showing us characters that we (meaning the old Gundam fans) already know like Hamahn Khari, Bosque Ohm and Jamitov Haiman. Although these characters do not play a very significant role in the unfolding of Operation Stardust, they do play a prominent role in the events of the last episodes (but we cannot reveal that yet!). It is good to see them again.

The designs for the mobile suits are incredible (well, they are the works of Hajime Katoki and Shoji Kawamori; nothing to sneeze at!). However we have certain problems about how advanced they are when compared to Zeta Gundam's designs. That is mostly the case with the designs from the last part of the series, especially the GP03 "Dendrobium Stamen" and the GX-04 "Gerbera-Tetra" which look like designs from later on; the mecha are flawless and the detailing of the mechanics is truly in a class of its own. The idea of painting the mecha with neutral colors is also very good and even makes them more believable. The music is very good, giving an oppressive atmosphere that fits very well with Gundam.

All in all, this animation is much better than Gundam F91. We just hope that Yoshiyuki Tomino and friends will redeem themselves with the new Gundam series that is supposed to be out sometime this year (see the article on page 34).



POLITICAL GROUPS FROM 0080 U.C TO 0087 U.C

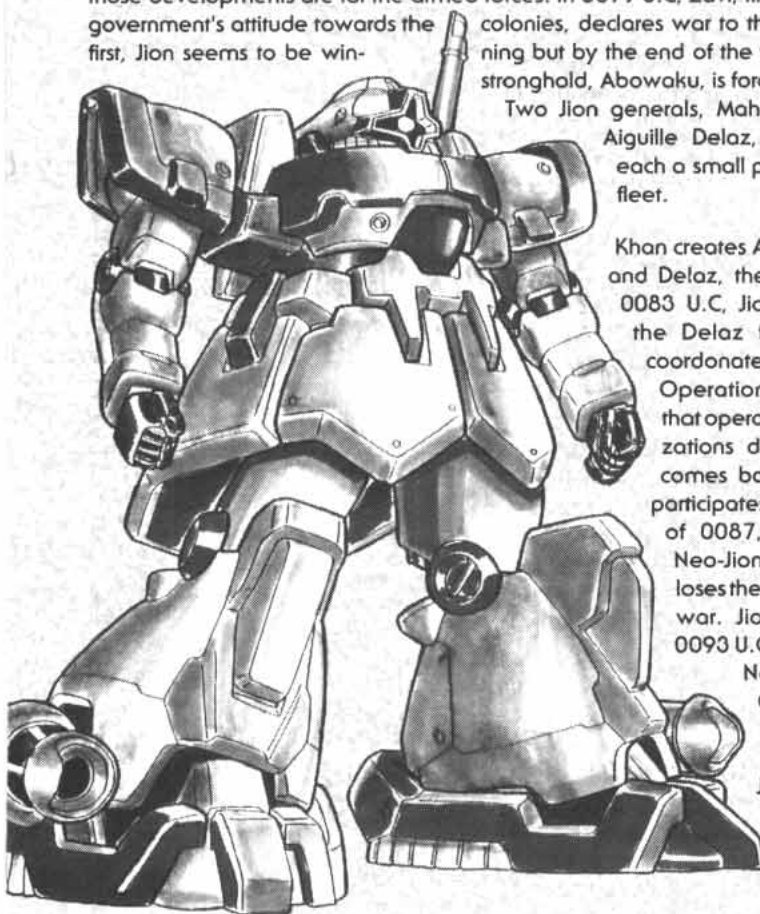
JION:

Founded in 0062 by Jion Zum Daikun. At first known as Side Three, this group of colonies were proclaimed archduchy of Jion in 0069 U.C by Degwin Zavi, an influential politician of Side Three.

The seed of the Jion organization was planted in 0045 U.C, when Jion Daikun first proposed a new ideology based on the philosophy of elsem (humanity must abandon Earth, which symbolizes decadence, to preserve its integrity as a race), named contolism. In 0052, Jion Daikun went to Side Three and started the propagation of contolism. In 0062, with the support of the population, he pronounced Side Three independent and a Side Three population defense force was created. Jion Zum Daikun died in 0068 U.C supposedly from a disease but the assumption that Degwin Zavi assassinated him lingers around. And the 15 of August 0069, Zavi proclaims himself archduke of the Jion archduchy. Luckily the two children of Jion Daikun, Caspar and Artesia, were able to flee to Earth. Caspar returned to Jion in 0074 U.C under the name Char Aznable. Extremely militaristic in both structure and ideology, Jion strongly encourages science, thus the researches on the Minovsky particles, led by Y.T. Minovsky (these particles have the property of a strong magnetic field, very useful for compact nuclear fusion, can block radar and radio waves and can also be used as a propulsion system) and the mobile suits, giant antropomorphic robots first used in construction. Of course, all those developments are for the armed forces. In 0079 U.C, Zavi, tired of the federal government's attitude towards the colonies, declares war to the Federation. At first, Jion seems to be win-

ning but by the end of the year the last Jion stronghold, Abowaku, is forced to capitulate. Two Jion generals, Maharasa Khan and Aiguille Delaz, get away with each a small portion of the Jion fleet.

Khan creates Axis (see sidebar) and Delaz, the Delaz forces in 0083 U.C, Jion reappears, as the Delaz forces and Axis coordinate their efforts for Operation Stardust. After that operation, both organizations disappear but Axis comes back in 0086 U.C, participates in the Gripps war of 0087, becomes Axis/Neo-Jion in 0088 U.C and loses the first Axis/Neo-Jion war. Jion re-appears in 0093 U.C under the name Neo-Jion, led by Char Aznable. Neo-Jion loses the second Neo-Jion war, Char Aznable dies and Jion disappears forever.



DELAZ FORCES:



- Founded in 0080 U.C by ex-Jion General Aiguille Delaz, the Delaz forces motto is to keep the ideals of Jion and restore the archduchy to its former glory. On 0083 U.C, Delaz starts the planning of Operation Stardust with the help of Axis. The operation starts on the 13th of October 0083 as commander Anavel Gato steals the GP02A atomic Gundam. Pursued by the Federation forces (with the GP01 prototype), Gato nonetheless manages to complete his mission and on the 10th of November 0083 U.C, fires the GP02A's atomic bazooka on the Federation fleet reunited to celebrate the fourth anniversary of their first victory of the One Year War, operation Odessa. Two third of the fleet is destroyed and the second part of Stardust starts in earnest. Colonel Cima Garahau is responsible of that part of the plan, which consists in dropping a colony on Earth. On the 12th of November, colonel Garahau, having an agenda of her own, executes general Delaz and takes command of a part of the Delaz forces while commander Anavel Gato still commands the M.S forces. All tentatives of the Federation's forces to stop the colony from falling on Earth fail while the Delaz force, with the deaths of both Gato and Garahau, is destroyed. The ultimate result of Operation Stardust is the creation of Titans by the zealous wing of the federation.

AXIS:



- Founded in 0080 U.C by ex-general of Jion Maharaja Kahn, who was one of the two generals to disappear from the battle of Abowaku, followed by many Jion units (the other general was Aiguille Delaz). His main concern in doing so, was to protect the last Zavi family members, namely Zena Zavi (wife of Dozzle) and her daughter Mineva. With the Federation pursuing him, Kahn retreated to the asteroid of Axis (in the asteroid belt), a voyage that took a year and a half. With the death of Zena Zavi, the fifth of May 0081 U.C, Kahn was proclaimed regent of the Jion archduchy. When he died in August 0083 U.C, his daughter Hamahn took the reins of Axis and started to involve herself in politics by helping the Delaz forces in Operation Stardust. When this operation succeeded, the Federation created Titans and Hamahn's re-

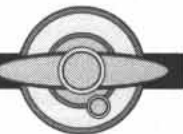
treat Axis was next heard from in 0086 U.C., when she decided to set the asteroid in terrestrial orbit and got involved in the Gripps War of 0087, waiting to see who would win between the Titans and A.E.U.G.. A.E.U.G. won and Axis, renaming itself Axis/Neo-Jion declared war on the Federation. Although Axis/Neo-Jion were more or less winning, the death of Hamahn Kahn brought all this to a grinding halt. Their surviving members dispersed but reunited again under the Neo-Jion banner, led by Char Aznable, for the second Neo-Jion war of 0093 U.C..

TITANS:



Founded in December 0083 by Jamitov Hairman. Created in the intent of hunting the remnants of Jion, Titans was, in fact, used to keep both the Federation and the colonies under the control of Hairman. Composed of the most radical elements of the federal army, the Titans were commanded by Bosque Ohm. Their attitude provoked the formation, in 0085, of the A.E.U.G. led by Blex Fora and by ex-captain of the Federation army Quattro Bagina. In 0087 U.C., the Titans gased a colony (the 30 Bunch incident) and the Gripps War began. This war, which also involved Axis, was lost by the Titans. In 0088, Hamahn Khan proclaimed Axis/Neo-Jion and reunited some of the effectives of Titans.

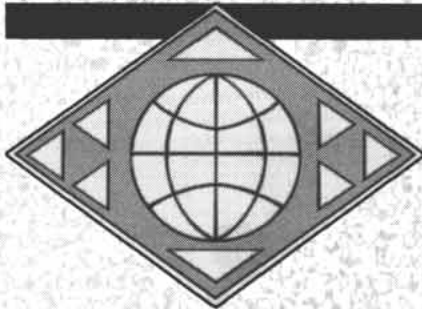
A.E.U.G.:



Founded by Blex Fora and Quattro Bagina (Char Aznable) in 0085 U.C. Formed by moderate elements of the Federation, A.E.U.G. was created to counter the influence of the Titans's Nazi-like politics. In 0087 U.C., outraged by the 30 Bunch incident, A.E.U.G. starts negotiations with Anaheim Electronics about building M.S for their newly formed armed forces. The Gripps War starts on the 28 of February 0087 and A.E.U.G. wins under the commander Char Aznable, replacing the Titans at the head of the Federation military. In 0088, A.E.U.G. engages the Axis/Neo-Jion forces and wins by the skin of its teeth. In 0090, ex-members of A.E.U.G. Bright Noah and

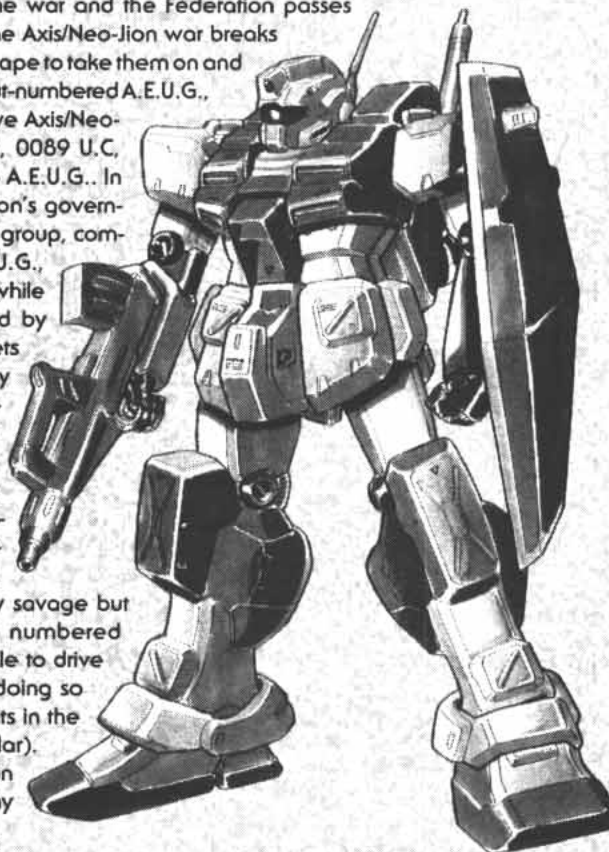
POLITICAL GROUPS FROM 0080 U.C TO 0087 U.C

FEDERATION (E.U.G.):

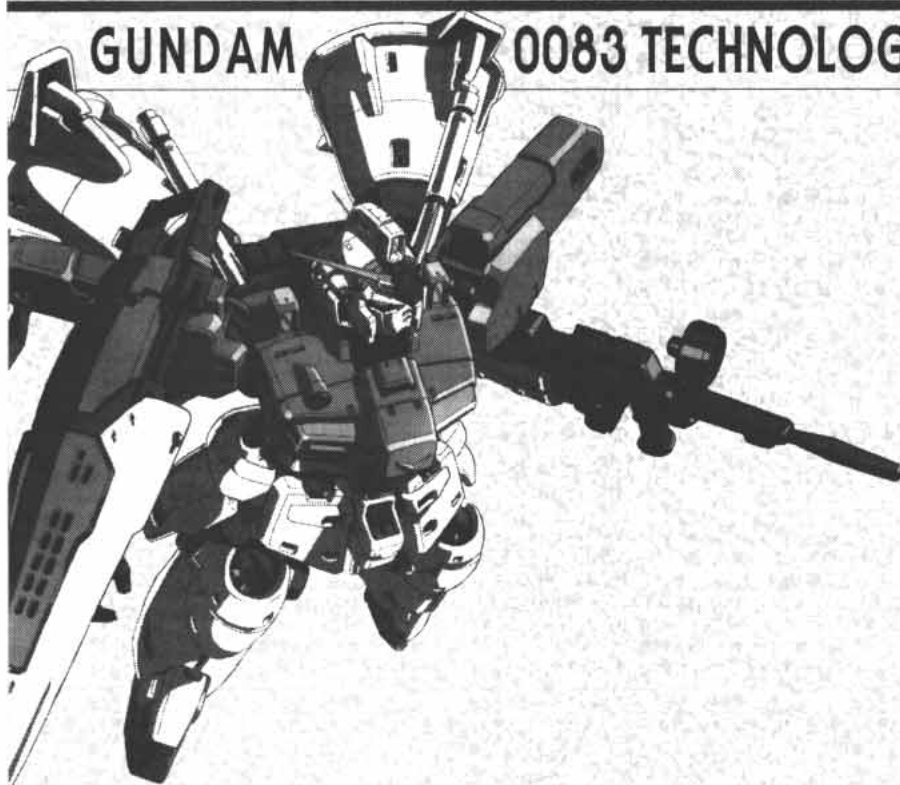


Created in 1999 reuniting all nations under one supreme government. The federal armed forces are created in 2009. By 2045, Earth's population exceeds billions and the government starts a huge program to build space colonies. A new calendar is put to use: 2046 becomes 0001 U.C. (Universal Century) and migration to the colonies begins.

There is some resistance but the Federation tolerates no exceptions and by 0040 U.C., 40% of the population has been transferred into orbit. By 0050 U.C., nine of the 11 billion that constituted the pre-U.C. population of Earth are now in the colonies. The Federation is extremely strict with them and its attitude helps the creation of organizations like Jion. The Federation, being (supposedly) more democratic than Jion is not as militaristic, thus does not encourage technology as much. This puts them at a disadvantage during the One Year War, as they have no operational mobile suits. This changes in September 0079 U.C., when the RX-78 Gundam enters the war, soon followed by the GM-79 GM. The Federation submerges Jion and wins the war. Operation Stardust, in October 0083 U.C., causes the destruction of much of the Federation fleet but they more or less win the battle. The result of the havoc caused by this operation is the coming to power of Jamitov Hairman, who, in December 0083, imposes the creation of Titans to the Federation's civilian government. Its role will be to pursue the remnants of the Jion forces and prevent any attempt at emancipation from the colonies. The Titans' dictatorial attitude during the next four years will force the Federation's moderate elements to form A.E.U.G. (Anti Earth United Government). In 0087 U.C., the Gripps War begins, with Titans/Federation on one side and A.E.U.G. on the other. A.E.U.G. wins the war and the Federation passes under their control. In 0088, the Axis/Neo-Jion war breaks out but the federation is in no shape to take them on and takes a beating. But the vastly out-numbered A.E.U.G., by a trick of faith, is able to drive Axis/Neo-Jion back and, on January 17, 0089 U.C., Axis/Neo-Jion surrenders to the A.E.U.G.. In March 0090 U.C., the Federation's government creates London Bell. This group, composed of ex-members of A.E.U.G., is commanded by Bright Noah, while its M.S forces are commanded by Amuro Rei. The Federation gets weaker and weaker, mined by poor management and corruption. In 0093 U.C., Char Aznable, tired of the Federal's headstrong attitude towards the colonies, declares war under the banner of Neo-Jion. Lasting from March 3 to March 12, 0093 U.C. the war is incredibly savage but once again the vastly out numbered A.E.U.G./London Bell group is able to drive the Neo-Jions back but as in doing so loses most of its good elements in the process (Amuro Rei, in particular). The Federation now embarks on a long period of peace for thirty years.

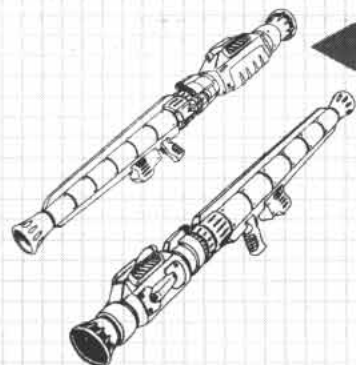


GUNDAM 0083 TECHNOLOGY



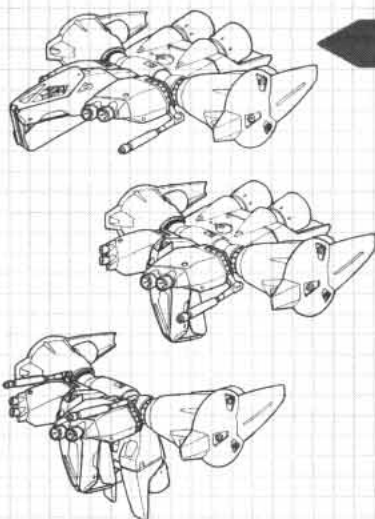
ATOMIC BAZOOKA

The atomic bazooka mounted on the GP02A is so enormous it has to be stored in two halves. The firing chamber is installed on the right shoulder while the barrel is carried inside the shield. Moments before using the bazooka, the two parts are connected and the Mk 82 nuclear shell is loaded from the backpack. The bazooka can be disposed of via explosive bolts after use (to lose some dead weight). The GP02A transports only one round, which Gato fires at the Federation fleet in episode 9.



CORE BLOCK SYSTEM

As with the first RX-78 (from Mobile Suit Gundam), the torso of the GP01 and GP01-Fb is built around a small folded jet called a Core Fighter. As we can see, the torso contains only part of the fighter (namely the cockpit and the engine). The rear of the fighter serves as the MS's backpack. This is not the case with the GP01, where the rear of the jet is a separate add-on; its Core Fighter is only a test unit for the Fb's.



ENCAP (ENERGY CAPACITOR)

This is what permits a mobile suit to carry beam weapons. It is a kind of battery in which Minovsky particles are stored, enabling a MS to use mega particle guns even if their energy generators are relatively small compared to those of a space ship.

- Amuro Rei are put in command of Lond Bell,
- a special forces group destined to pursue the
- remnants of Axis/Neo-Jion. War breaks out in
- 0093 U.C., when Char Aznable, leading Neo-
- Jion, attacks Earth. Lond Bell, vastly out-
- numbered, is able to prevent the drop of the
- Axis asteroid on Earth. Lond Bell loses many
- of its best pilots and officers in the process and
- is dissolved soon after the end of the war.

ANAHEIM ELECTRONICS:



- Although Anaheim Electronics is by itself enormous, it is only a division of the Anaheim Conglomerate. Specializing in Mobile Suit development, they also manufacture consumer electronics like televisions, computers and such.

- Anaheim Electronics has many employees involved to some degree in Jionist or pro-Jion activities. This can be explained by the large number of ex-Jionic Corps engineers in the company (the Jionic Corps conceived and built many of the Jion mobile suits during the One Year War). It is the presence of those extremely qualified men and women which helped Anaheim become the leader in mobile suit design and technology.

CIMA FLEET:



- Considered as pariah by the other Jion units, the Cima Fleet was formed in 0078 U.C. when Jion began their preparation for the One Year War. Since the new fleet was a special unit for espionage and guerilla warfare, they were given the dirtiest and most dangerous operations (like injecting nerve gas into a colony cylinder). Their existence was easy to deny for the Jion High Command; when the war ended in disaster for the Jion Empire, the Cima Fleet was denied permission to escape to Axis and were simply abandoned to fend for themselves.

- The Cima Fleet is commanded by Commander Cima Garahau and its roster consist of 8 Musai-class cruiser and 1 Zanzibar-class flagship called "Lili Marlene". Their standard mobile suit is the MS-14F Gelgoog Marine; Cima pilots a MS-14FS Gelgoog Marine Officer Type.



THE FADING LIGHT OF JION

We were very excited when we received the laser disc of the 0083 Movie. We all sat down and watched it with great expectations, which, sadly, were not met in any way whatsoever.

The movie is a horribly butchered version of the OVA series. The first five episodes (which were quite good, especially episodes 2 and 4) were cut out and replaced by a voice-over narration. We don't see much of episode 7 either, and we don't even get to see the death of Kelley Layzner and South Burning, which were very dramatic and important moments in the story.

Gundam fans will be relieved to hear that the final episodes (12 and 13) survived the editing more or less intact. However, the action is so furious and complicated that each missing second almost destroys the continuity of the story. Some new segments were animated to fill the gaps, but they didn't help much. Too many characters appeared or disappeared without explanations, something that will confuse the viewer.

The extraordinary music from the OVA was reworked and fitted to the movie but lost much of its impact along the way. Some of the tracks just didn't fit with the mood of the scene they illustrated, while others were repeated over and over.

Why is this movie so confused? The staff of 0083 actually had to work both on the movie and the last episode at the same time. This was actually Bandai's idea, to allow them to release the movie one month before they released episode 13 (thus selling the last episode twice to eager fans).

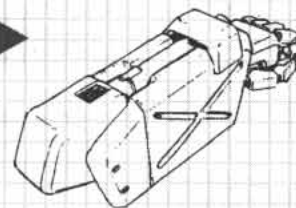
What could have been a great movie and a great way to introduce Gundam to newcomers was turned into something even a seasoned fan finds hard to understand. Perhaps such a complex story simply couldn't be told in a mere two hours. All in all, just watch the OVA: you'll be better off.

GUNDAM 0083

GUNDAM 0083 TECHNOLOGY

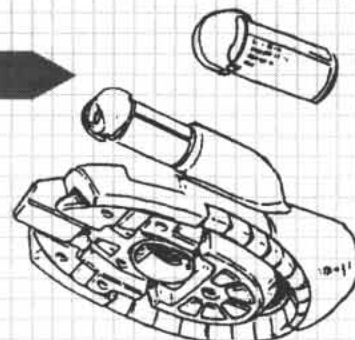
GUNDARIUM

This is the alloy used for the Gundam's armor plating. Based on Lunar titanium, it is one of the strongest alloys ever created and is widely used in mobile suits construction. Several "grades" of Gundarium exist, such as Gundarium Alpha (the alloy used on the RX-78), Beta, and Gamma.



HOVER UNITS

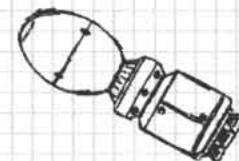
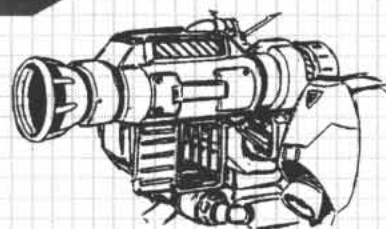
Although the Rick Doms shown in the various Gundam series could hover (and often did), the units enabling them to do so were never seen. This is not the case in 0083, where the feet of the Dom Trooper clearly are hovercrafts. The air intakes on the side are protected by big air filters similar to the one used in World War II to preserve engines from the desert sand.



MK 82 FUSION WARHEAD

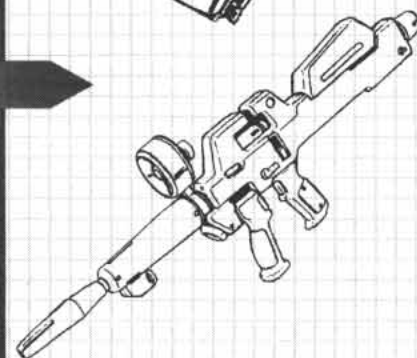
Back at the beginning of the One Year War, the huge casualties caused by the use of ABC weapons (Atomic, Biological, Chemical) caused the Jion Archduchy and the Federation to sign a treaty forbidding the use of those weapons. It was known as the Antarctic Treaty.

But this would not stop the Federation from developing a nuclear warfare Gundam. The GP02A's bazooka uses the powerful Mk 82 fusion bomb. Although classified as a tactical warhead, its enormous power would rather place it at the strategic level. The Mk 82 is equipped with a Minovsky condenser which starts the fusion reaction instead of a conventional fission detonator.



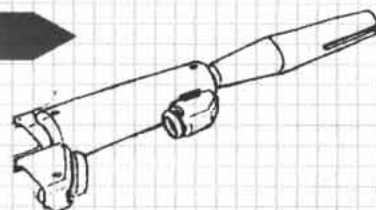
MEGA PARTICLE GUN

When Minovsky particles go through degeneration and fusion, they release another type of subatomic particle called mega particles. By confining and accelerating them via an Ion Field, it is possible to use them in a weapon. While requiring a lot of energy, mega particle guns (or beam guns, beam cannons) are often used because of their energy conversion efficiency and high accuracy.



Z I T T E

This is a small beam device attached under the barrel of the GP01's beam gun. It enables the pilot to parry a beam saber with the hand wielding the gun, while the other reaches for a beam saber and cuts the enemy in half. Kou uses this technique with great success a few times in the series.



GUNDAM 0083 STARDUST MEMORY CHARACTERS

by Martin Ouellette

KOU URAKI

19 years old, lieutenant (JG):



Technically, Kou is a remake of Amuro Rei. Son of a military officer, Kou, as kid (he still is one in many ways!) loved the mobile suits that were roaming around him. It's no surprise that the first thing he did, when he became old enough, was to enroll in the federal army. At the beginning of the series, he's a test pilot at the Australian federal base of Torrington. But the incident with the GP02A soon forces him to become a fully operational combat pilot. Since he is rather inexperienced, his first battle against the GP02A doesn't go very well but he soon gets the hang of it. Kou feels attracted to Anaheim system engineer Nina Purpleton but thinks it's only because she takes care of the Gundam. In episode four, Kou becomes the officially designed RX-78 GP01 pilot, something veteran pilot Bernard Monsha does not take very well.

NINA PURPLETON

system engineer
for Anaheim Electronics:



An employee of Anaheim, Nina was born in space and spent a good part of her life in the Lunar capital, Von Braun City. She had a lot to do with the design of both the GP01 and 02 and treats the two machines as her own property (don't even think about touching them!). She was sent to Earth as an overseer of the prototypes' tests and rather likes the planet, mainly because it's the first time she's ever been on it! A beautiful young woman with light blond hair and sparkling green eyes, Nina is the target of many male interests, especially Chuck Keith and Bernard Monsha. Personally, she prefers Kou Uraki but thinks that it's because he loves the Gundams as much as she does! She soon discovers that her feelings have nothing to do with the Gundams.

CHUCK KEITH,

test pilot:



Kou Uraki's best friend, Keith is the kind of guy who thinks being a mobile suit pilot is something to impress the girls. He soon changes his tune when he sees his buddies blown to bits! He is not a very good

pilot and often gets himself in a fix while in combat. At first, he's rather scared of Maula Bashit (for obvious reasons!) but they become romantically involved and things go for the better between them. In the first two episodes, Keith pilots a federalized MS-06F2 Zaku II but is assigned a RGC-83 GM Cannon for the rest of the series.

MAULA BASHIT,

Chief mechanic
of the "Albion":



As Keith would say "H...Hu...Huge!" While she probably clocks 6'6" and weighs surely no less than two hundred pounds, Maula is a very friendly person. Rather protective of Nina, she very often has to keep the wolves at bay. Even if that means punching them in the face! She does not like Monsha very much and he returns it with interest. Maula and Keith have a little something going on.

SOUTH BURNING,

Lt. commander:



Born and bred in Australia, Burning is the commander of the mobile suit unit at the Australian federal base of Torrington. A veteran pilot and officer, Burning was a pilot in the One Year War and knows the vagaries of combat very well. Cool headed and strict, he possesses a drive and endurance that would be the envy of any MS pilot. Even if he is severe, his men love him as they would a father and respect him very much, something Burning returns in full. He has a daughter but he doesn't see her very much. At the beginning of the series, he pilots a RGM-79C. He gets wounded in the second episode and spends the next two episodes in convalescence. From episode five he pilots a RGM-79N GM Custom.

FEDERATION M.S PILOTS:



these guys are Kou and Keir's roommates.

• **DICK ALLEN:** very sure of himself and an excellent pilot, Allen was chosen to pilot the Powered GM during its tests. He gets killed rather messily in episode two (an 880 mm shell from a Dom Tropa's bazooka straight in his cockpit).



• **RABAN KARCS:** a test pilot in Kou's Squadron, Karcs pilots a Federation captured MS-06F2 Zaku II and gets killed at the end of episode one.



• **CHAP ADEL:** an ex-member of Burning's Squadron, Chap is a veteran pilot and shows a lot of determination in combat. He pilots one of the two RGC-83 GM Cannon.



• **ALPHA A. BEYT:** also a veteran from Burning's Squadron, Alpha is the best pilot and officer of the three veterans who joined the Albion's crew. He pilots a RGM-79N GM Custom.



• **BERNARD MONSHA:** a loud mouth with bad manners, Monsha fancies himself a ladiesman and best pilot ever born. Extremely frustrated by the fact that a little snorting like Kou pilots the Gundam, Monsha does everything he can to discredit him. To no avail! Monsha pilots a RGM-79N GM Custom.

EYPHAR SINAPUS

captain of the Albion:



A veteran of the One Year War, Sinapus is a man of honor and duty, he vigorously disapproves of the treatment given to the colonies, something that often gets him in conflict with the Federation high command. A good man and excellent tactician, Sinapus treats his crew like family and often uses what could be called "original solutions" (that is disobeying orders) if he thinks that will help in any way.

ANAVEL GATO,

commander of the Jion MS forces (Delaz fleet):



As a lieutenant in the Jion forces during the One Year War, Gato had earned the title of ace and later, the nickname "the Nightmare of Solomon" was used to describe him. In late 0079, during the last battle of the war, Gato had wanted to die in a way befitting his nickname but Aiguille Delaz, general in the Jion forces had promised him that if he followed him, Gato would one day be able to regain both his honor and glory. Gato followed Delaz and waited three years for his revenge sent to Earth as a part of Operation Stardust. Gato managed to steal the Gundam GP02A and got back to the Delaz fleet to complete his mission. He is a man of honor and is extremely sure of both himself and the superiority of Jion. The only known pilot to outclass him in combat is the Red Comet: Char Aznable! Gato pilots the RX-78 GP02A Gundam "Physalis".

AIGUILLE DELAZ,

commander of the Delaz force (Jion):



A general in the Jion forces during the One Year War, Delaz was one of the officers to understand that it was better to survive and fight another day rather than to die in an already lost battle. He was able to persuade Anavel Gato to follow him and got away with a good number of ships. He worked for three years to make Operation Stardust possible and is the designer of the plan. He trusts Gato implicitly with any mission. He keeps a portrait of Gren Zavi in his private quarters and still reveres the memory of the late leader of the Jion archduchy.

THE JION COMMANDO PILOTS



• **GAILY:** we don't see him for very long. He pilots a Dom Tropa.

• **ADAMSKY:** a true veteran, Adamsky is an incredible pilot, entirely devoted to his mission. He pilots a black Dom Tropa and uses it with great skill. He gets killed at the end of episode two and seems to have known Gato for a long time.

• **BOB:** he pilots the YMS-16M "Xamel". He gets killed at the end of episode two.

RX-78 GP01 + GP01 FB ZEPHYRANTHES.

This Gundam Prototype 01 is actually the fifth in the RX-78 line of MS. The GP01 appears less techno than its predecessor RX-78NT-1 and is, in fact, a return to the first MS used by Amuro Rey in the One Year War. It also heralds the return of one of the classics in Mecha mechanics: the core-block system, which is composed of a small jet fighter folded in the torso (the MS has to separate at the waist to eject it). Although it has less thruster power than the NT-1, the GP01's articulation system keeps the magcoat magnetic articulations system, which gives the machine an unparalleled maneuverability. The GP01 is poorly outfitted for space combat and is badly damaged in a fight against Colonel Cima Garahau in episode 5. After this battle, it is transported to Anaheim Electronics (Von Braun city, on the moon) where it is refitted with new legs, body, shoulders and backpack. Renamed GP01 Fb (Full Burner), the machine has more than triple the thruster power and maneuverability of its previous incarnation. The firepower stays the same as the standard GP01. The two machines have the standard Gundam paint job: mainly white with blue, red and yellow trim.

Code name: Zephyranthes Gundam

Official code: RX-78 GP01

Use: general purpose mobile suit prototype

Height: 18,0 meters

Dry weight: 39,7 tons

Full combat weight: 65,0 tons

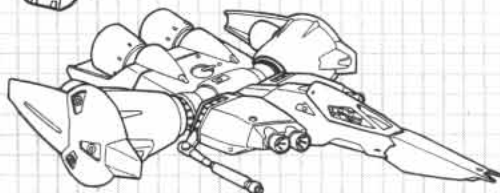
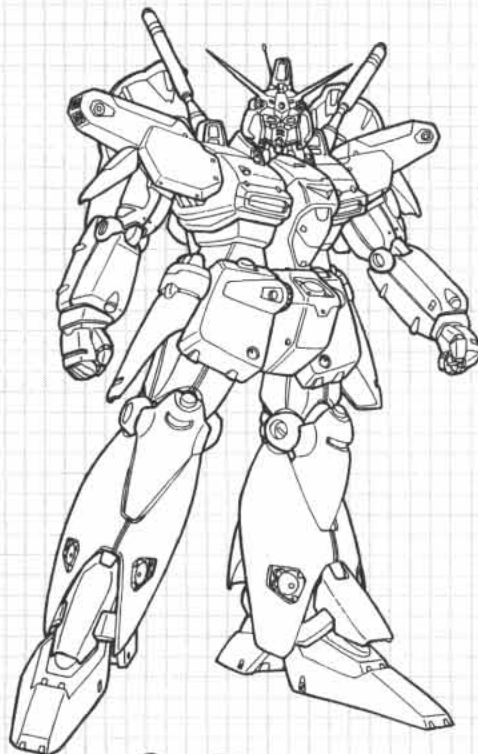
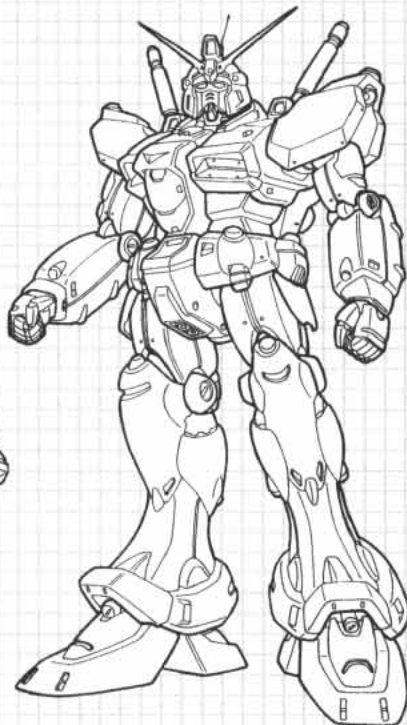
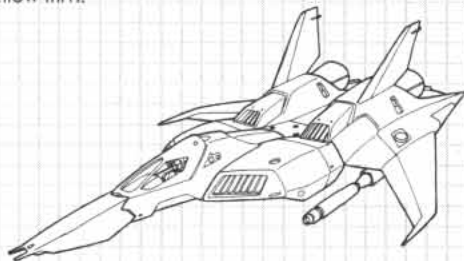
Generator: 1790 kw

Thrusters: 42,000kg X 2, 12,000 X 2

Max thrust: 108,000 kg

180° turn: 0,9 sec.

Armament: 60 mm Vulcan gun X 2, beam sabers X 2, beam rifle X1, shield X1



Code name: Zephyranthes Full Burner Gundam

Official code: RX-78 GP01-Fb Full Burner

Use: general purpose MS prototype, space

Height: 18,5 meters

Dry weight: 43,2 tons

Full combat weight: 74,0 tons

Generator: 2 045 kw

Thrusters: 45 000 kg X 4, 13 500 kg X 4

Max thrust: 234,000 kg

180° turn: 0,8 sec

Armament: 60 mm Vulcan gun X 2, beam sabers X 2, beam rifle X1, shield X1

HISTORY OF THE GUNDAM MOBILE SUIT

by Martin Ouellette

To recount the lineage of the GUNDAM, one must invariably go back to the year 0070 U.C., when scientists of the Jion republic started their research on Mobile Suits, giant (16 meters) anthropomorphic robots they developed from the powered armature suits used by Side construction workers.

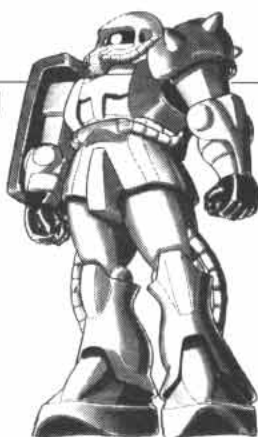
From the very beginning, problems like balance and reaction speed arose. An efficient energy source was also needed. The equilibrium/reaction speed problem was solved with the AMBAC (Active Mass Balance Auto Control) system, which works like the mechanical equivalent of the human nervous system (superconductive computer chip technology is a great help for this). With that system, the pilot only has to steer the machine where he wants to go and the rest is taken care of by the computers of the AMBAC (that means the machine will do whatever is needed to go where it has to or do whatever needs to be done). The challenge of the power source was taken care of by engineers of the Minovsky Physics Institute. They developed a super-compact fusion reactor that could be easily installed in a Mobile Suit.

The early Mobile Suits

The first MS prototype, the MS-01, was completed in 0073 U.C. Subsequent prototypes, MS-02 through 4, led in May 0075 U.C. to the first operational MS, the MS-05 ZAKU I. The Federation, seeing Jion's progress in military technology, started their own research which led to the RX-75 GUNTANK, a humanoid torso mounted on a tank chassis. By 0078 U.C., Jion had refined their ZAKU Mobile Suit. The machine, now named MS-06 ZAKU II, had more armor, a better engine, more mobility, etc. It became the standard Jion Mobile Suit.

When the "One Year War" began, the crushing victories provided to Jion by the use of their ZAKU II MS proved to the Federals that they desperately needed

MS-06 ZAKU



powerful and efficient MS if they wanted to oppose the ZAKU. The responsibility of the development of such a machine fell on Tem Rei, one of the best Federation engineers. Since the RX-75 GUNTANK's design proved so inefficient, Rei decided to base the new suit on the MS-06 ZAKU II. This meant that the MS would be humanoid (contrarily to the GUNTANK), a configuration that gives high mobility in both space and atmosphere (ground). It would also have hands (which were desperately lacking on the GUNTANK) to hold a large assortment of hand weapons. As the designing went on, it became evident that the ZAKU design could be considerably improved upon and, in the end, the machine's final design was very different from the ZAKU. It had two eyes (for stereoscopic vision; the ZAKU had only one), was taller and thinner (for better ground maneuverability), possessed a much more powerful fusion reactor and also incorporated a "Core Block System" (a small, folded jet fighter that served as a link between the suit's torso and lower body and as an escape pod) to its roster of refined MS technology. However the true difference between the new machine and the ZAKU was its weaponry, composed of beam weapons. Somehow, the engineers of the Federation had found a way to miniaturize a beam cannon so that it could be handled by a MS. The machine was also armed with two beam sabers, which used the same principle as the beam rifle, but whose energy was kept in an elongated magnetic field. Two 60 mm gatling cannons in its head and a shield, as well as a 700 mm Hyper-Bazooka completed its impressive armament.

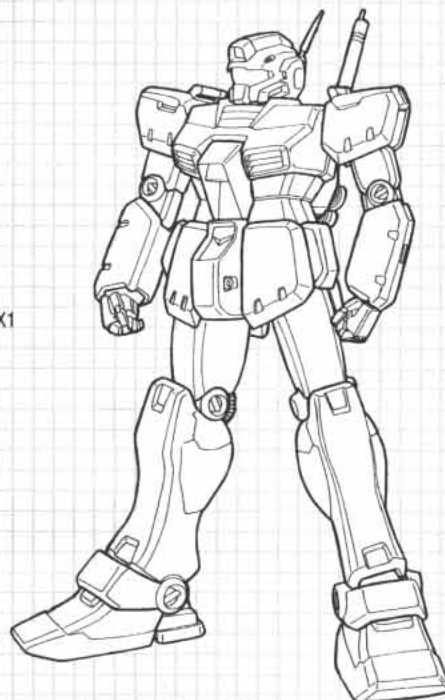
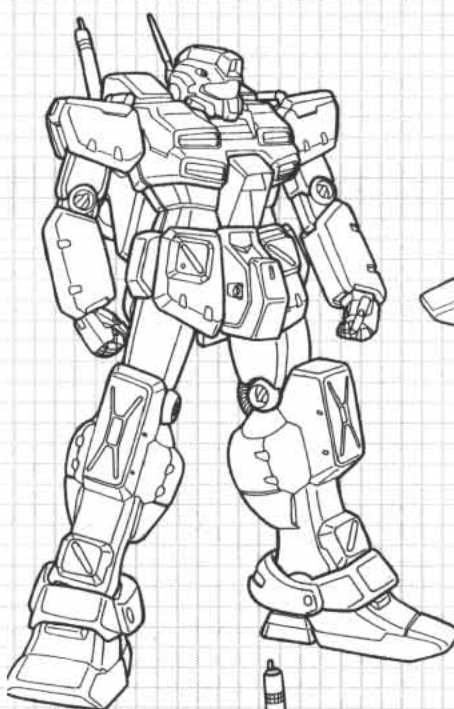
Named RX-78 "GUNDAM" (General purpose Utility Non Discontinuous Augmentation Maneuvering weapon system), it proved itself to be the best MS designs of the entire "One Year War". Four prototypes were built. The G-1 was destroyed by a Jion ZAKU commando during its final tests on a Side 7 colony. The G-2 (also on Side 7) was the one that saw the most action, with Amuro Rei as its pilot and is the

RGM 79C GM AND POWERED GM:

Strangely, the GM-C is, in many aspects, a downgrade of the RGM-79D from 0080: War in the Pocket. Its thruster power is much lower but the ground maneuverability was upgraded, for the GM-C moves faster than the MS-06F2 Zaku II used by Jion. Its armor also seems to be thicker than the GM-D's.

In 0083, a GM-C was outfitted with bulky armor components and was used for tests at an Australian base. Named Powered GM, this machine had supplemental armor pods in addition to a much more powerful engine, and had more than double the standard GM-C's thruster power. Its performance in combat was thus very similar to the machine that was being designed from the tests' results: the RX-78 GP01 Gundam, Zephyranthes. The GM-C's paint scheme is quite similar to the Gundam's (off white and dark blue with red and yellow trim) but the Powered GM is white, with its armor components painted bright orange (training and prototype machines are often orange). The powered GM is destroyed in episode 2.

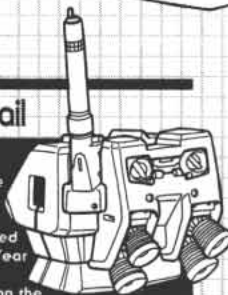
Code name: GM-C
Official code: RGM-79C
Use: general purpose mobile suit
Height: 18,0 meters
Dry weight: 41,2 tons
Full combat weight: 58,8 tons
Generator: 1 250 kw
Thrusters: 12 500 kg X 2, 1 870 kg X 4
Max thrust: 32,480 kg
180° turn: 1,6 sec
Armament: 60 mm Vulcan gun X 2, beam sabers X1, 90 mm machine gun X1, shield X1



Code name: Powered GM
Official code: RGM-79 Powered GM
Use: general purpose mobile suit prototype
Height: 18,0 meters
Dry weight: 46,6 tons
Full combat weight: 64,2 tons
Generator: 1 650 kw
Thrusters: 32 000 kg X 2, 1 870 X 4
Max thrust: 71,480 kg
180° turn: 1,6 sec
Armament: 60 mm Vulcan gun X 2, 90 mm machine gun X1, bazooka, beam saber X1, shield X1

Back Pack Detail

The standard GM-C backpack, with a lone beam saber sticking out of one side. The design has not changed much since the One Year War. It is replaced by more powerful units on the Powered GM and GM Custom mobile suits.



90mm. Machine Gun Detail

The standard firearm used by Federal GM mobile suits. Its usual ammunition seems to be caseless sabot-discarding rounds, but it can also fire paint pellets for training purposes.

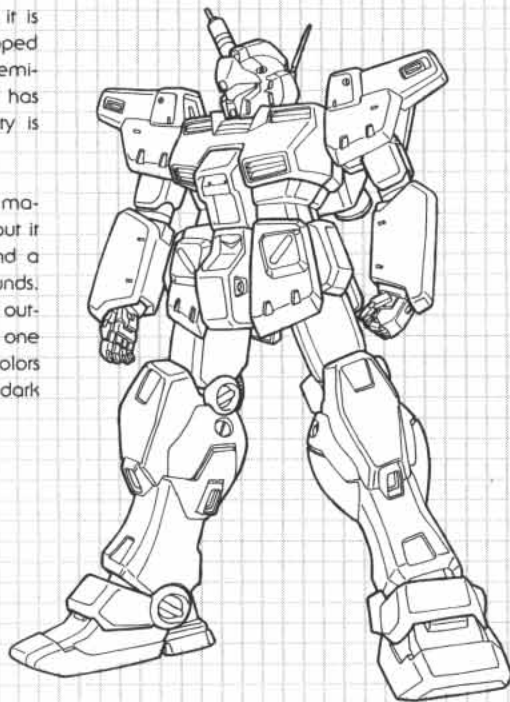


RGM-79N GM CUSTOM:

Considered a high grade unit, the Custom is awarded to good pilots. As it is often used as a space unit, it is equipped with a great number of thrusters disseminated in a very logical way. It also has more armor and its maneuverability is much greater than the GM-C's.

The weaponry is also upgraded. The machine gun is still of 90 mm caliber, but it has a longer barrel for accuracy and a bigger magazine containing 30 rounds. The beam saber has a slightly higher output and the shield is bigger than the one usually installed on the GM-C. The colors of the GM Custom are light gray and dark blue gray with red and yellow trim.

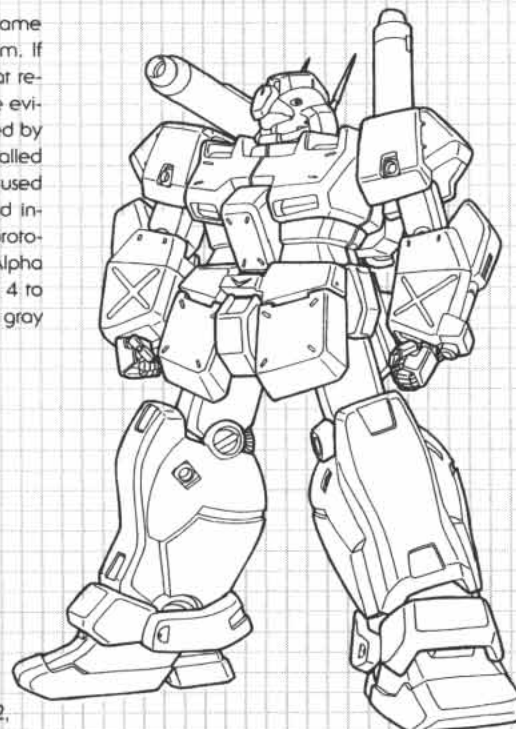
Code name: GM Custom
Official code: RGM-79N
Use: general purpose mobile suit, space
Height: 18,0 meters
Dry weight: 42,0 tons
Full combat weight: 57,6 tons
Generator: 1 420 kw
Thrusters: 30 000 kg X 2, 1 870 kg X 4
Max thrust: 1,5 sec
Armament: 60 mm Vulcan gun X 2,
 90 mm machine gun X 1 (GM Custom type),
 beam saber X 1, shield X 1



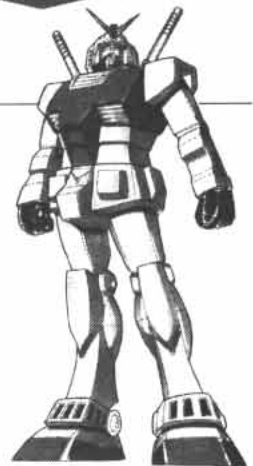
RGC-83 GM CANNON:

The GM Cannon is exactly what its name implies: a highly modified GM Custom. If we look at the drawing carefully, that resemblance becomes more and more evident. The armor was definitely inspired by the full armor equipment that was installed on the RX-78NT-1. All the armament used by the GM Custom is still used (shield included). There are two GM Cannon prototypes, piloted by Chuck Keith and Alpha A. Beyer; they are seen from episode 4 to episode 13. The GM Cannon is dark gray with light gray and red trim.

Code name: GM Cannon II
Official code: RGC-83
Use: middle range support MS prototype
Height: 18,0 meters
Dry weight: 47,3 tons
Full combat weight: 66,9 tons
Generator: 1 420 kw
Thrusters: 13 000 kg X 4, 1 870 kg X 4
Max thrust: 59 480 kg
180° turn: 1,6 sec
Armament: heavy beam cannon X 2,
 beam saber X 1, 90 mm machine gun X 1
 (GM Custom type), 60 mm Vulcan gun X 2,
 shield X 1

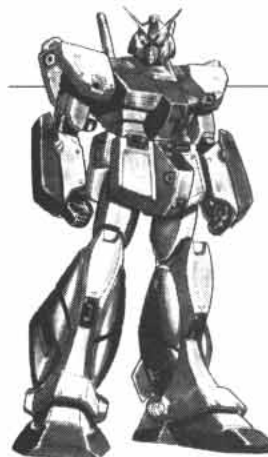


RX-78-1



- one that became known as "the GUNDAM". G-3 was
- a "Mag-Coat" (Magnetic Coating for the articulations) test bed. The G-4 (the most advanced of the four prototypes) was named RX-78NT1 "ALEX" or "GUNDAM NT1". It was equipped with the "Mag-Coat" of the G-3, but had no "Core Block System".
- This was replaced with a 360° view linear seat (a spherical cockpit with its interior covered with screens). Extremely maneuverable, the machine had been made especially for Amuro Rei, a confirmed
- "Newtype" (hence the NT1 designation), but it was destroyed before it could be delivered to him. It
- should be noted that the NT1 had a "Full Armor" option and was the most heavily armed of all the RX-78 prototypes. The G-2 also had the "Full Armor" option, as well as a "HWS" (Heavy Weapon System) version, named PF-78-1.

RX-78NT-1



Operation Stardust

- In September 0081 U.C., the Federation's high command approved the GUNDAM Project. This program was about creating three different RX-78 GUNDAM prototypes, one of them being an "Atomic GUNDAM", equipped for nuclear warfare. The first of the three

HISTORY OF THE GUNDAM MOBILE SUIT: CONTINUED ON PAGE 21

High on the heels of the Gundam 0083 OVA series, Bandai was prompt to release the Gundam GP01 as its premiere model from this animated series.

CONTINUED ON PAGE 32



RX78 GP01 "ZEPHYRANTHES"

Bandai 1/144 scale plastic kit
Modeling by John Moscato



RX78 GP01FD "ZEPHYRANTHES"

Bandai 1/144 scale plastic kit
Modeling by John Moscato



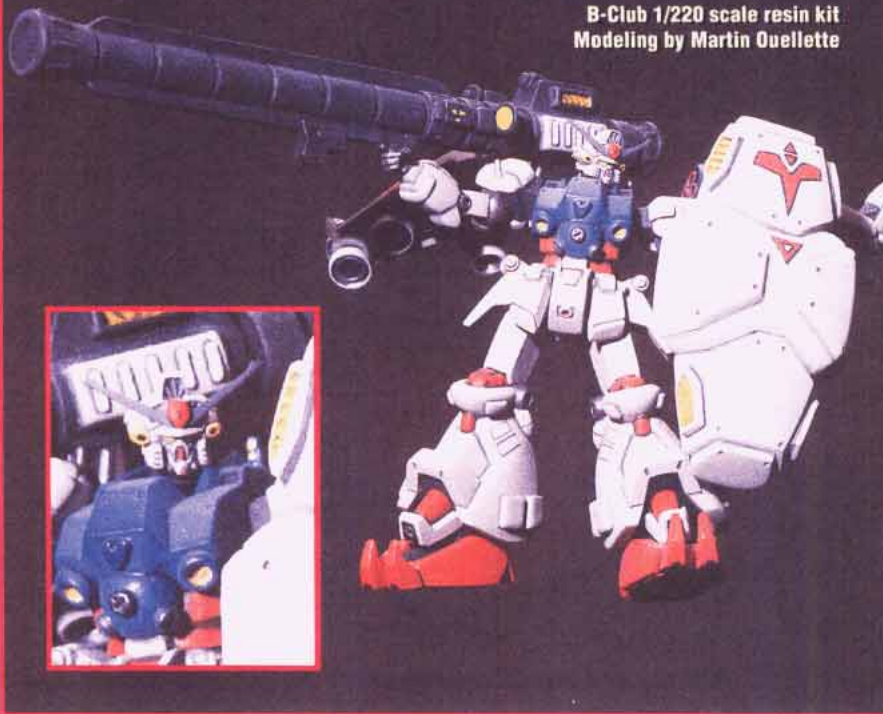
Yet another model from the GUNDAM 0083 line is Bandai's GP01 "Full Burner". Essentially, the Fb is a modified RX-78 GP01, retaining several key components such as the head, arms and thighs, not to mention the identical beam rifle and shield.

CONTINUED ON PAGE 32



RX78 GPO2A "PHYSALIS"

B-Club 1/220 scale resin kit
Modeling by Martin Ouellette



Built as part of the Federation secret "Gundam Project", the GPO2A "Physalis" was conceived as a nuclear warfare unit. Its most remarkable features were its thick armor, huge shield and enormous atomic bazooka. The shield was equipped with a cooling system and heat sinks to protect the MS from the heat and shockwave of the blast following the detonation of the nuclear warhead. The shield is thus a vital part of the MS, as the bazooka cannot be fired if the shield is lost (unless the pilot doesn't mind sacrificing himself).

CONTINUED ON PAGE 31



The RX-78 GP03S was the third Gundam prototype built for the Gundam project. While the GP01 was designed with mobility in mind and the GP02A with nuclear assault capacity, the GP03S could link up with the Orchis Battle Platform to combat Jion Mobile Armors on an equal footing.

CONTINUED ON PAGE 32

RX78 GPO3S "DENDROBIUM"

Bandai 1/144 scale plastic kit
Modeling by Martin Ouellette



GUNDAM 0083 STAR DUST MEMORIES

Originally published in U.C. Herald #2

Episode 1: Stolen Gundam

It is UC 0079, and the Battle of Abowaku rages in space around the asteroid from which the battle took its name. Colonel Delaz of Jion, upon learning of Giren Zabi's murder, curses Giren's sister Kishiria. Lieutenant Anavel Gato fights the attacking Federation mobile suits with great ferocity. His zeal, however, does not turn the tide for his side, and he reluctantly accepts Delaz's plan to retreat.

Fast forward to UC 0083, to a remote Federation base in Australia where Federation pilots are conducting a combat exercise. Three Federation-captured Zaks are flying against a Powered GM, which is equipped with a new backpack. Among the test pilots is young Kou Uraki, who curses his slow-moving Zaku. In the meantime, the Pegasus-class carrier Albion heads for this Federation base, carrying two prototype Gundam mobile suits and their system engineer Nina Purplepton. The ship flies over a colony drop site where Sidney once was. The ship's crew, headed by Captain Sinapus, are unaware that their approach is being monitored closely from a ridge by a handful of Jion pilots, led by Gato. After confirming the Federation ship, Gato radios to a Jion submarine, informing the sub that Operation Stardust has begun.

Back on the base, the test pilot squadron led by Lt. Burning watches as the Pegasus ship lands. Kou realizes that the Pegasus could be transporting Gundam-type mobile suits, and explodes with excitement. Kou and Keith clamber aboard a jeep and drive into the Albion, where they encounter Nina. Keith is enamored with Nina's good looks, while Kou goes nuts over the two prototype Gundams. Keith tries to weasel a date from Nina, but ends up in the (huge) arms of Maula, the head mechanic. As the sun sets over Australia, one of the Anaheim engineers aboard the Albion drives off to his rendez-vous with the Jion forces. He meets with Gato and provides him with a Federation uniform. Gato is initially unimpressed with the lieutenant-rank uniform since he is a lieutenant commander, but then reconsiders. They then drive back to the base, with Gato hidden under a sheet on the back of the jeep.

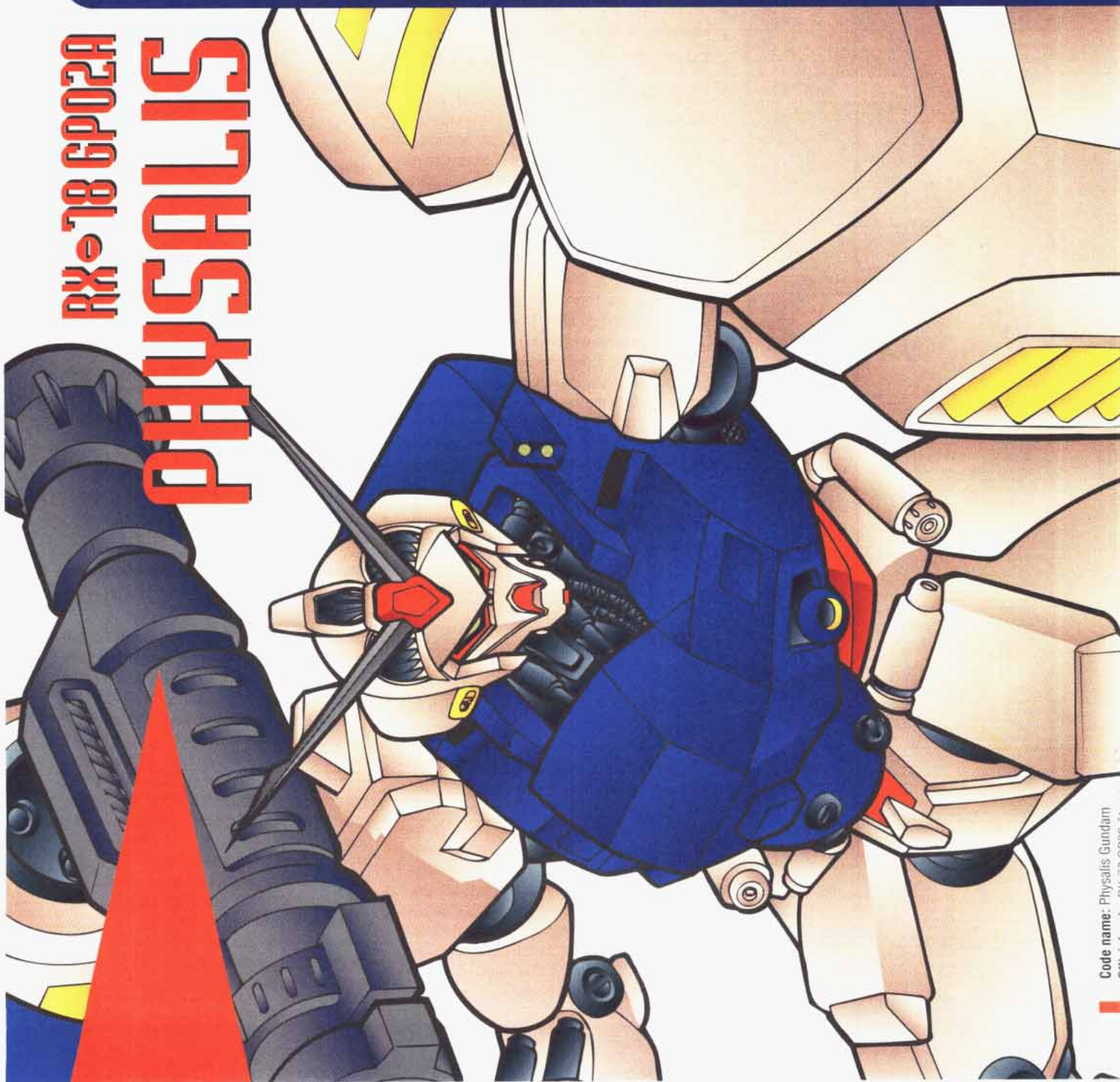
Nina and Maula encounter Burning and his crew in the mess hall, where Nina shows off her interpersonal skills by brushing off Lt. Allen's interest in her new Gundams by saying that "peoples trained with the old mobile suits can't use the new ones effectively." She then bumps into Kou and Keith, and Kou proceeds to spit out technical data on the new Gundams, surprising Nina. Nina recovers, however, and snaps back, questioning Kou's piloting ability.

Later, inside the hangar, Nina oversees the arming of the Gundams for tomorrow's tests. A nuclear warhead is loaded into Unit 2's backpack. Kou and Keith, who are wandering around the area, try to chat with Nina about the Gundams but are brushed off. At this time, Gato (in Federation garb) appears. Kou and Keith salute Gato, who wears a lieutenant's uniform. Gato asks Kou if the nuclear warhead has already been loaded. Kou answers yes, and Gato runs up to Unit 2, saying that he will test it. Nina notices Gato just as he is about to enter the cockpit, and orders him to close the hatch and go away. Gato smirks, enters the cockpit, and proceeds to march out of the maintenance platform with Unit 2. Nina screams for help, and Kou jumps into Unit 1. Gato proclaims that he is taking Unit 2 for the resurrection of Jion, and begins to cut a hole in the side of the Albion with the beam saber. Capt. Sinapus is informed of the situation by his crew, but before he can take action, a missile attack begins. The first wave damages one of the Albion's engines. The test pilots scramble for their mobile suits, as Gato takes Unit 2 out of the Albion and begins to walk away. A Dom Trophen appears from the desert and cuts one of the Federation Zaks in half. Gato informs his comrade Gaily that the operation is a success. His mood is cut short, however, by Kou's voice on the radio, promising to stop Gato. Unit 1 arcs out of the sky and stands its ground before Unit 2. As the two prototype mobile suits size each other, Unit 1 draws its beam saber.

Episode 2: Endless Chase

Kou and Gato clash, but Kou is clearly not the equal of Gato. Nina, aboard the Albion, screams "No! My Gundams!" when she sees the two mobile suits locked in combat. Gato easily puts Unit 1 in a defenseless position, but he decides to spare Kou because he is too "inexperienced." Unit 2 rockets away. Uraki attempts to give chase, but is paralyzed by the sight of a missile shower. From a distance, Lt. Bob observes the attack on the base in his mobile armor Xamel, then proceeds to fire his own rounds. One of his shots lands on the main structure, killing base commander Marnery. The other Jion mobile suits, which were wreaking havoc on the base, pull back with Unit 2. Nina, dazed by the sight of a real combat, is in a similar state as Kou, who is too shaken to notice that the battle has ended. Lt. Burning, in his GM, forms a pursuit team to recapture the stolen Unit 2. Communications have broken

RX-78 GP02A PHYSALIS



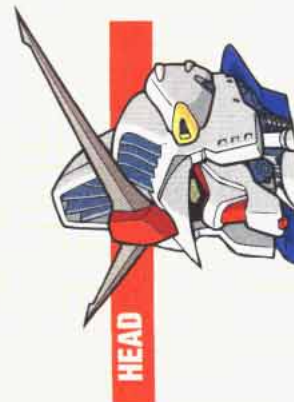
Code name: Physalis Gundam

RX-78 GP02A Physalis Atomic Gundam: during the One Year War, the Federation signed a treaty concerning the use of nuclear weapons: it clearly stipulated that these weapons were banned. That is probably why the development of the GP02A was kept secret: it is capable of firing nuclear shells and was especially designed for tactical nuclear warfare.

The GP02A was designed at the same time as the GP01, but is entirely different. Although it is no taller, it is much bulkier (65.0 tons for the 01 against 83 tons for the 02), with enormous shoulder/thrusters, lower legs, and torso unit. The armor is thick enough to resist tactical nuclear blasts when used with the shield. The shield is big enough to cover the entire MS (when its legs and arms are tucked close to the body) and is equipped with a coolant system that helps keep it at a reasonable temperature.

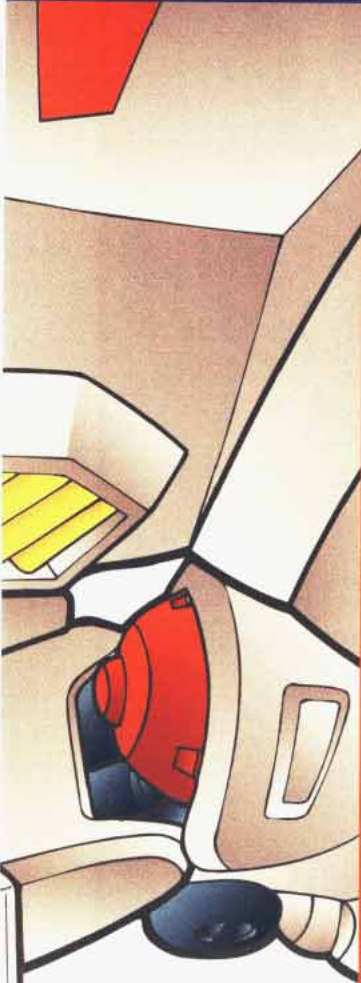
The atomic bazooka is separated in two parts, one mounted on the right shoulder (the firing mechanism) and the barrel which is stored inside the shield. The atomic shells are stored inside the backpack.

The GP02A was delivered at the same time as the GP01 and is also the work of Anaheim Electronics' engineer Nina Purpleton. The GP02A's colors are not the standard Gundam paint scheme: it is gray and dark blue with red and yellow trim. The GP02A is destroyed in episode #10 along with the GP01 Fb.

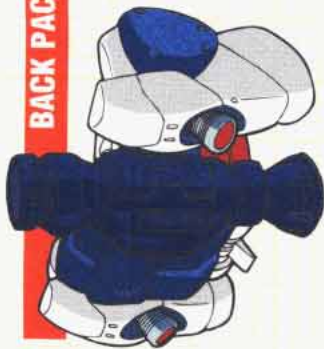


HEAD

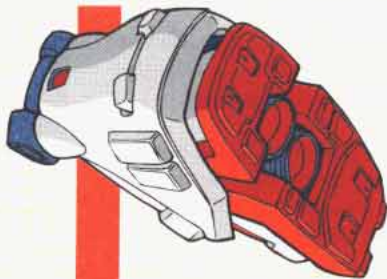
Use: nuclear tactical assault
mobile suit prototype
Height: 18.5 meters
Dry weight: 54.5 tons
Generator: 1 860 kW
Thrusters: 32 000 kg X 4, 6 800 kg X 4
Max. thrust: 154 400 kg
180° turn: 1.1 sec
Armament: deployable atomic
bazooka X 1 (1 charge),
60 mm Vulcan gun X 2,
beam sabers X 2, shield x1



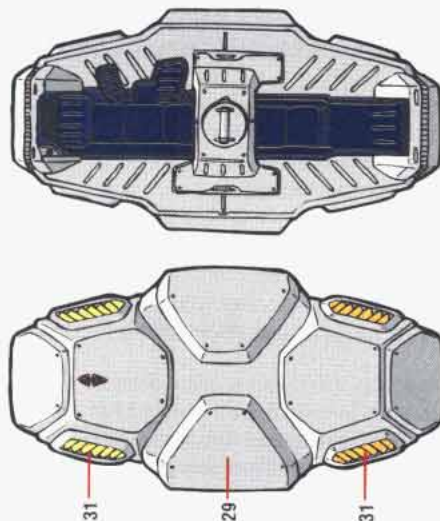
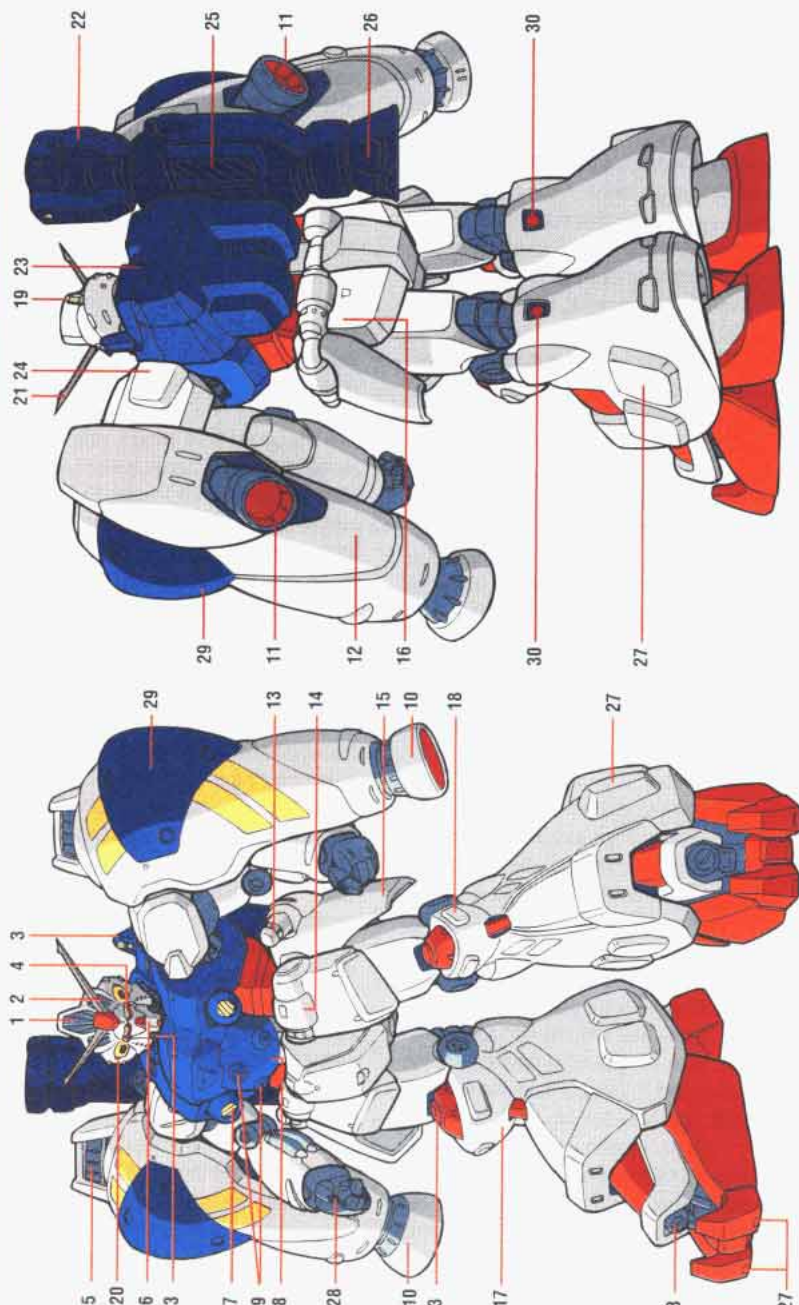
BACK PACK



FOOT



- | | | | |
|--|--------------------------------------|--|-----------------------------------|
| 1 - Main Camera Defense Sheet | 9 - Hatch Sealing Bolts | 17 - Knee Armor | 24 - Shoulder Armor |
| 2 - Intake Sheet | 10 - Main Thruster | 18 - Stance Control System (AMBAC Sensors) | 25 - Secondary Vent |
| 3 - Secondary Sensors | 11 - Secondary Thruster | 19 - Rear Sensor Camera | 26 - Main Bazooka Vent |
| 4 - Stereoscopic Targeting Sensors | 12 - Vectorable Thruster Compartment | 20 - 60 mm Vulcan Cannon | 27 - Ankle Support Units |
| 5 - Option Mount Racks | 13 - Beam Saber | 21 - Communications Blade Antenna | 28 - Manipulator |
| 6 - Heat Resistant Face Guard | 14 - Forward Waist Armor Hinge | 22 - Nuclear Bazooka Breech | 29 - Heat & Shock Resistant Armor |
| 7 - Heat & Shock Resistant Vents | 15 - Lateral Waist Armor | 30 - Mount Racks | 31 - Cooling Catalyst Vents |
| 8 - Heat & Shock Resistant Cockpit Hatch | 16 - Rear Waist Armor Hinge | | |



MECHA SYNOPSIS

down because of Minovsky interference, and the Albion, not Torrington base, becomes the central agent for coordinating search units. Nina decides to follow the pursuit team on a jeep, and Maula tags along. Nina says she thought she was a "bolder person" and didn't expect to be so shaken by the events that transpired. Maula alerts her to the crashed GM directly ahead of their jeep, then notes that Nina is already quite bold for driving without looking.

The Albion detects a heat source, which Sinapus suspects to be a Jion retrieval team. He orders that Burning's squadron be informed. Gato, on the other hand, establishes contact with the incoming Komusai shuttle. Together with Adamski (driving a Dom Tropen) and Bob (in the Xamel), they advance to a rendez-vous point under the cover of night. Gato also alerts the U-kon submarine of the mission's success, noting only one Dom Tropen casualty. The sub's skipper Draije wonders why Gato positioned them in that spot, as if they were to do more than just launch missiles. As the fog gets thicker, Burning's platoon pushes on. Lt. Allen, in the powered GM, teases Keith by implying that they could be ambushed any moment. Kou appears unaffected. Burning decides to split their four-MS squadron in two, taking Kou with him. Meanwhile, Gato has met with the Komusai shuttle and is now loading Unit 2 in the cargo bay. Gato requests a Jion uniform of lieutenant commander rank from the Komusai's pilot, who asks him to stay inside the MS cockpit for a short time period. Gato mumbles to himself, "of course, this is my mobile suit, after all." At this point, Allen spots the shuttle from atop a ridge. He radios both the shuttle's configuration and position to Burning. Burning realizes that the Komusai is a vehicle that can transport Unit 2 directly into space. He orders Uraki to attack the shuttle on Allen's first volley. Keith wonders why the shuttle is unprotected; Allen explains that the escort MS must have fled, but they should still be on guard. Suddenly, a Dom Tropen appears from nowhere and fires its bazooka straight into Allen's GM! Keith screams his head off.

Burning orders Kou to attack the shuttle, which is taxiing on the desert surface and preparing to blast off. Burning's GM goes hand-to-hand with the Xamel. Nina and Maula arrive on the scene. Kou stands his ground in front of the Komusai, now gathering speed. Kou orders the shuttle to stop, but receives cannon fire for an answer. Gundam Unit 1 fires back, then drops back as the shuttle smashes through and lifts off. The shuttle was critically damaged, however, and returns to the ground in flames. From the ship's remains, Unit 2 appears. Kou and Gato exchange words, and both Burning and Keith realize that Unit 2's pilot is the renowned Jion ace Anavel Gato, who earned the nickname "Nightmare of Solomon" during the One Year War. Gato states that Unit 2 will be his "sword of justice" which will liberate Spacenoids from Federation chains. Kou, taken aback by Gato's aura of authority, respectfully replies "yes, sir." Gato snaps back, "I'm your enemy!" As the two

MS prepare to engage in close combat, bazooka fire from a Dom stops the two, and the Jion MS depart for the coast, where Draije's sub is waiting.

At the coastal area, fog has set in, making it difficult for the GM squadrons to locate Unit 2. Worse, Gato is using the fog to his advantage, ambushing the Federation units. Sub captain Draije comments that Gato must be trying to break his record of destroying enemy MS. Burning's squadron approaches the coast. Keith worries about the fog and their opponent's skill. Burning poses a question to Keith and Kou, asking the possible locale of the sub on the coast and which side has the tactical advantage. On an onboard map, Keith selects a thin cape, reasoning that both flanks could easily be defended. Kou answers that the enemy has the advantage because of the terrain and the possibility of ambush. Burning replies that Keith's choice is too obvious, and points out another location. He also notes that even though the enemy has superior firepower, their objective is to escape with Unit 2, so Gato may be unable to fully engage in combat. Finally, Burning tells them that faith is the most important thing that affects the battle's outcome. As the two ensigns contemplate this fact, Nina interrupts on the radio. She asks Kou to take care of Unit 1, and to recover Unit 2. Kou promises to do so. The squadron heads off into the fog-covered coast just as the sun is coming up, and gunfire breaks the dawn's silence.

Kou attacks the Dom Tropen, which makes a hasty retreat. Kou tries to follow, but lands on soft ground. Keith engages a Dom Tropen. The Dom lashes out with its saber and beheads Keith's Zaku. The Xamel appears from nowhere and fires several rounds at Kou's Gundam. Meanwhile, the Dom charges at Keith's headless Zaku with its saber. Keith successfully evades the attack, and the Dom's saber gets stuck in a vertical rock formation. Keith destroys the Dom Tropen with his heat axe. Gato witnesses his countryman's death, just as the retrieval ship from the sub hails him, saying that they will zero in on his beam saber's light. Kou rockets into the sky, screaming Gato's name. Gato, disgusted by the fact that this is Kou's third attempt to stop him, draws his saber and meets Kou's attack. As the two mobile suits clash, Kou interrogates Gato on his purpose in stealing Unit 2. Gato's only response is that he doesn't have time to speak with someone "who doesn't know the meaning of battle." Unit 2 pushes Unit 1 on the ground, and prepares to make the final blow. Nina, witnessing this, instructs Kou to aim for Unit 2's cooling system. Kou thrusts his beam saber into Unit 2's shield, and coolant pours out. Gato regrets his carelessness, then hops on the retrieval ship and promises Kou that he will "destroy all who stand against the revival of Jion." Keith hops out of his demolished Zaku and finds an injured but grinning Burning, pinned in his GM's cockpit. Nina is relieved to see Unit 1 undamaged. Kou steps out of Unit 1 and begins to cry.



SOLTIC H8 ROUNDFACER

TAKARA 1/48 scale plastic kit
Modeling by Marc-Alex Vézina



The Roundfacer is better known to American mecha fans as the 55-tons Griffin from the well-known BattleTech boardgame. The designers of the game borrowed and later licenced the design from the anime studio.

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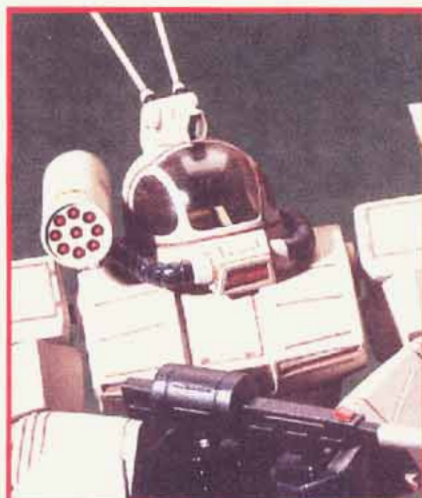


This is what we could call a holiday kit: simple but fun to do. Since there were no clues about the actual paint scheme of the mecha at the time the kit was built, a light sand color was decided upon. It would look good and suitably militaristic.

CONTINUED ON PAGE 33

SOLTIC H8 ROUNDFACER

TAKARA 1/72 scale plastic kit
Modeling by Martin Ouellette



LEGIROSS ARMO BOMBER

MOND CRAFT 1/72 scale resin kit
Modeling by John Moscato



Very seldom does an anime series become a classic. As far as Genesis Climber Mospeada is concerned, the series was a miserable first-run bust in Japan. It did develop a hard-core fan following (who managed to get some reruns on the air), but it only achieved true success in the USA where it was aired as the third part of the Robotech trilogy.

CONTINUED ON PAGE 33

**HERE'S YOUR CHANCE
TO SAVE THE EARTH.**



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It's big, it's mean, and it eats Invads for breakfast. Now, you can add Mars Base's most powerful weapon to your anime model collection:

LEGIROSS "TREAD" BOMBER.

New Type is happy to announce the release of this 1/72 scale high-quality resin kit, available for the first time in North America! Highlights include:

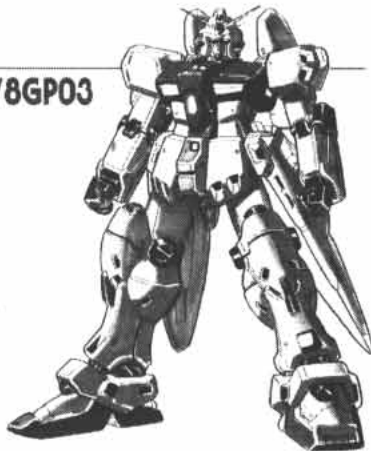
- molded in top grade resin;
- beautiful three-piece Legiross Armo-Fighter included;
- full instruction and painting guide sheet;
- decal sheet, made especially for this kit. Includes markings for all three color schemes!

This is a limited-production kit: only a hundred copies were molded. They are available for the low price of \$95 US

at New Type Hobbies and Toys (see ad on page 42 for more details). Get yours now while you can!

prototypes, named RX-78 GP01 "GUNDAM ZEPHYRANTHES", was more or less a return to the G-2, with a "Core Block System" and the "Mag-Coal". Completed in October 0083 U.C. by Anaheim Electronics, it was later converted into its "Space Combat" version, the RX-78 GP01Fb "ZEPHYRANTHES Fb". The second prototype, the RX-78 GP02A "PHYSALIS" was the aforementioned "Atomic GUNDAM". It was equipped with armor capable of resisting the heat and radiation of a nuclear blast and had an "Atomic Bazooka" that fired nuclear shells. The third prototype was the RX-78 GP03S "DENBROBIUM STAMEN", a space-only machine with terrifying thruster power, the same 360° view linear seat as the NT1 and astonishing maneuverability. It could also be linked with the "Orchis" battle platform, which gave it the same fire power as a battlecruiser. The three machines were designed and built by Anaheim Electronics; the GP01 and GP02's tests were supervised by systems engineer Nina Purpleton. The GP03 was the result of the research led by systems engineer Lucette Audevie. Because of a Jion revival operation, the GUNDAM Project was shelved in late 0083 U.C. All mentions of the GP01, GP02 and GP03 were furthermore erased from all files. A GP04 prototype was mentioned, but it was never built because of a lack of funding.

RX-78GP03



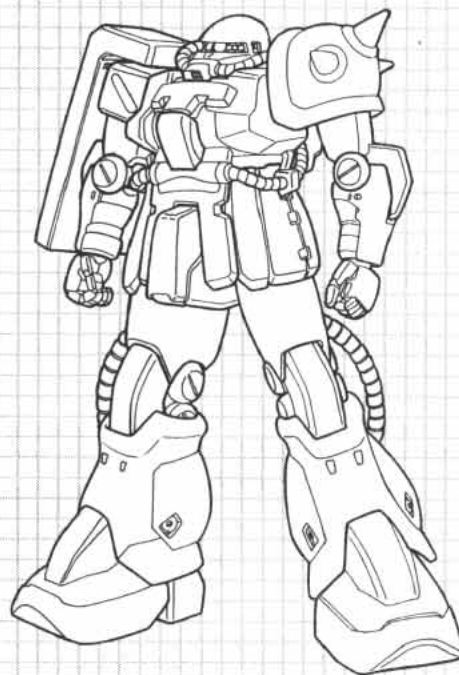
The Gripps War

In 0085 U.C., a year after they took control of the Federation, the Titans high command approved the GUNDAM Mk II program. As with the previous GUNDAM Project, three prototypes were built. The RX-178 GUNDAM Mk II was, technically speaking, an off-shot of the GP03S DENBROBIUM STAMEN. As with the GP03S, the GUNDAM Mk II could link up with a combat platform called G-Defenser (FXA-05D) that gave it both a lot more firepower and speed. The GUNDAM Mk II's design later gave birth to the

MS-06F2 Zaku II:

The differences between this MS and the Zaku FZ from Gundam 0080 are so minimal, they are nearly non-existent. The Zaku is still the standard trooper MS of the Jion Empire (or what's left of it). Strangely, there are many Zaku II in service in the Federation. These are captured MS, converted to Federation specs and used as training machines for future pilots. Those mobile suits are painted tan, but many of those still in use in the Jion army are painted in green (but not always: in episode four we see Zaku using scrap parts painted in both colors). All the standard weapons of the Zaku FZ are still in use and two small booster rockets can be installed on the backpack. We see the Zaku II in all the episodes of Gundam 0083.

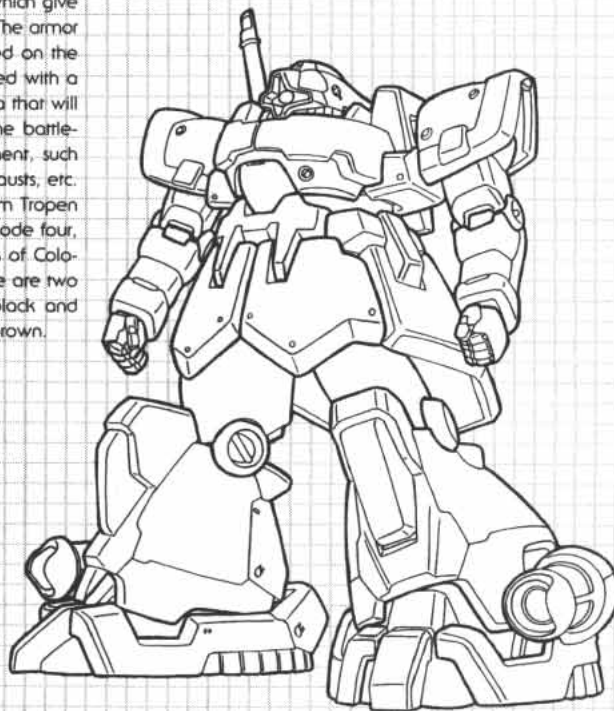
Code name: Zaku II
Official code: MS-06F2
Use: general purpose mobile suit
Height: 17,5 meters
Dry weight: 49,9 tons
Full combat weight: 70,3 tons
Generator: 986 kW
Thrusters: 20 500 kg X 2, 3 100 kg X 4
Max. thrust: 53 400 kg
180° turn: 1,7 sec
Armament: 120 mm machine gun X 1, heat hawk X 1 + grenades, panzerfausts, bazooka.



MS-09/F Trop Dom Tropen:

The Dom Tropen is the ground-based version of the Rick Dom II used by Jion. Its feet are encased in enormous hover units which give it more mobility in ground combat. The armor is also thicker than the one installed on the Zaku. The Tropen is often equipped with a monstrous 880 mm hyper bazooka that will take out just about anything on the battlefield. All the standard Jion armament, such as 120 mm machine gun, panzerfausts, etc. can also be used. We see the Dom Tropen in the first two episodes and in episode four, where they are used by members of Colonel Neven Birrer's crack team. There are two paint jobs for the Dom Tropen: black and purple with red trim, and tan and brown.

Code name: Dom Tropen
Official code: MS-09F/Trop
Use: heavy assault mobile suit, ground
Height: 18,5 meters
Dry weight: 44,8 tons
Full combat weight: 79,0 tons
Generator: 1 199 kW
Thrusters: 22 000 kg X 2, 7 300 kg X 2
Max. thrust: 58 600 kg
180° turn: 2,1 sec
Armament: 880 mm hyper bazooka X 1, heat saber X 1, 120 mm machine gun X 1, grenades, panzerfausts, spare bazooka magazines, mines, etc. as mission requires.



YMS-16M Xamel:

With its 27 meters in height and 121.5 tons in weight, there probably never was a bigger machine conceived for ground combat. Although the Xamel has legs, it does not use them for walking. It is rather mounted on six enormous hover units which permits it to get around with reasonable maneuverability. Because of the work load, the cockpit was conceived for a crew of two: the electronic systems (targeting, etc.) are operated by a specialist while the piloting is left to the other crewman.

The most recognizable trait of the Xamel is its monstrous 680 mm deployable long range cannon, which can fire enormous shells with tremendous precision. The cannon is loaded automatically via a special system in the rear skirt, but the number of shells the machine carries is not known. We see the Xamel in the first two episodes of the series. There are two versions of the Xamel, one with the articulations covered by canvas, a flat cockpit, standard hands and a missile rack containing eight missiles (it is the one we see in the animation). The other model has no canvas covers, more sensors and bigger arms. Its missile rack also contains more projectiles. Both types are painted light brown.

Code name: Xamel

Official code: YMS-16M

Use: heavy tactical assault/
long range mobile suit, ground

Height: 27.0 meters

Dry weight: 75.0 tons

Full combat weight: 121.5 tons

Generator: 1 080 kW

Thrusters: 10 300 kg X 6

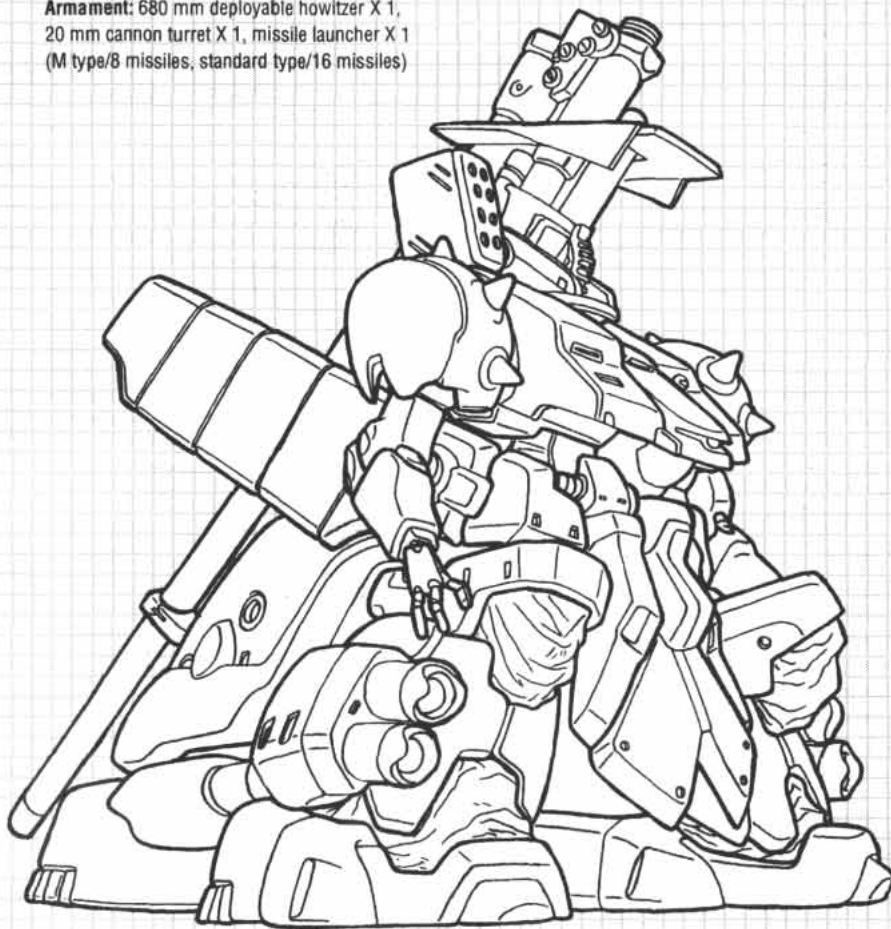
Max. thrust: 61 800 kg

180° turn: slow! very slow!

Armament: 680 mm deployable howitzer X 1,
20 mm cannon turret X 1, missile launcher X 1
(M type/8 missiles, standard type/16 missiles)

Rear Hover Unit

This is the hover unit which supports the weight of the Xamel's main gun. It is mounted on hydraulic jacks to help absorb the recoil of the cannon's firing.



HISTORY OF THE GUNDAM MOBILE SUIT

- MSN-00100 HYAKU-SHIKI (constructed by Anaheim Electronics) and the MSF-007 GUNDAM MK III (which was never built). In July of the same year, A.E.U.G. began negotiations with Anaheim Electronics about constructing new Mobile Suits for their armed forces. The negotiations ended in June 0086 U.C. and the ZETA Project (a program in which A.E.U.G. would closely work with Anaheim Electronics to create their own MS) started.

RX-178

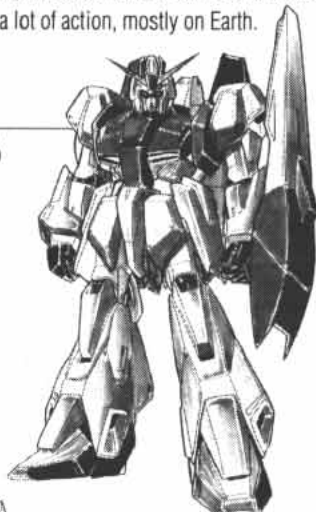


- Working in parallel with the Mk II team, another group of Titans/Federation engineers were hard at work to build a mobile suit that could face the terrifying Psychommu mobile armors used by the Jions during the One Year War. Starting with the RX-78 design, they created a monster twice the size of the original frame because of the generators' space requirements. This MS was known as the Psycho GUNDAM. After its destruction at the hands of the A.E.U.G., the Titans salvaged the frame and rebuilt it into an updated version called Psycho GUNDAM Mk II, which was supposed to use a protective screen of psy-guided bits. These were not completed before the machine was destroyed. Several years later, the Titans splinter group New Decide would use the GUNDAM Mk 5, a quasi-psychommu giant mobile suit, for a short time: this machine was based on the Psycho GUNDAM project.

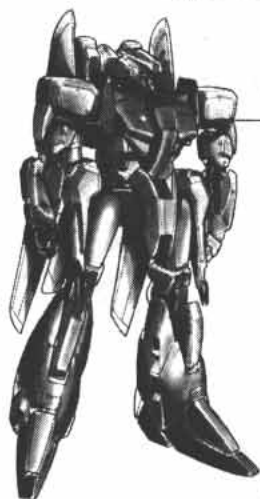
- The MSZ-006 ZETA GUNDAM was the first reconfigurable GUNDAM created in 0087 U.C. This machine was the result of the cooperation between Anaheim Electronics engineers (particularly Astonage Mendosa) and Camille Vidan, a young genius in Mobile Suit engineering who was also the pilot of the machine (he had previously flown one of the three GUNDAM Mk II stolen from the Titans by A.E.U.G.). Inspired by the designs of the GUNDAM Mk II, the HYAKU-SHIKI and the Mk II's flying armor, the ZETA is equipped with a Biosensor system which permits a Newtype pilot to use his Newtype powers to

their full potential. Heavily armed, fantastically maneuverable and versatile, the ZETA design proved so successful that it generated tens of reconfigurable GUNDAM designs. The direct follow-up designs of the ZETA were the MSZ-006CI ZETAPLUS CI, which was a mass production-type machine equipped with a Hyper-Megalauncher as a standard weapon, and the RGZ-91 REGZ (Refined Gundam Zeta) which was not a reconfigurable design, but did keep the Biosensor system (the ZETAPLUS CI did not keep it). Later, the REGZ was made reconfigurable again. That machine, the RGZ-91 B, later gave birth to the A/FMSZ-007 ZETA II, which was a production-type Mobile Suit. It was used as jet fighter, fighter bomber, tactical bomber, and so on. As the Federation's battle horse, it saw a lot of action, mostly on Earth.

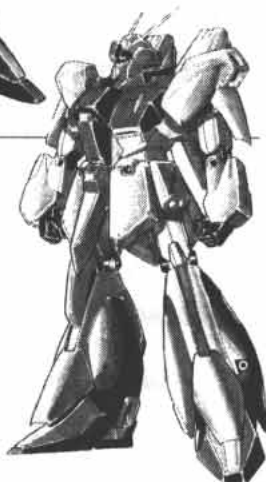
MSZ-006



MSZ-006CI



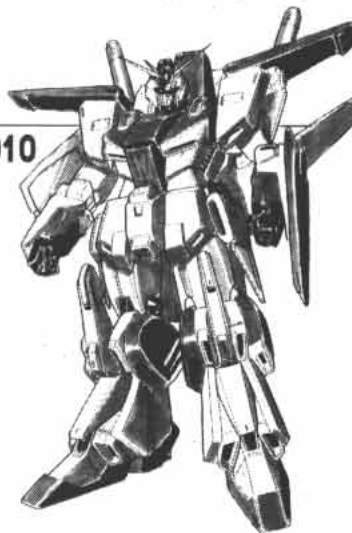
RGZ-91



The first Axis/Neo-Jion War

- The most successful MS design inspired by the ZETA GUNDAM was the MSZ-010 ZZ GUNDAM (Double Zeta Gundam). The direct successor of the ZETA, the "ZZ", as it came to be known, was another creation of Anaheim Electronics. Like the ZETA, it was transformable, but this time, the engineers decided to go for something even wilder. The ZETA could separate in three parts: the Core Fighter (containing the cockpit), the Core Top (upper torso, head, arms and beam gun) and the Core Bomber (lower body, legs and back pack). Of course, all those separate components could be reunited in a mode called G-Fortress.
- The armament of the ZZ was very powerful and this suit was one of the first to have a built-in Mega Particle Launcher (on its forehead). It also had a double barrel beam cannon, two powerful beam sabers and two missile launchers containing 21 missiles each. The 60 mm Vulcans are, of course, present as well. The MSZ-010S ZZ GUNDAM became operational in April 0088 and was piloted by Jude Ashita. Near the end of the first Neo Jion war, the ZZ was upgraded and became the MSZ-010S, with stronger thruster power and weaponry. The S had a Full Armor option named FA-010S. This option gave birth to one of the most powerful MS ever put in service by the Federation: the FA-010-B FAZZ equipped with a monstrous Hyper-Mega Launcher.

MSZ-010

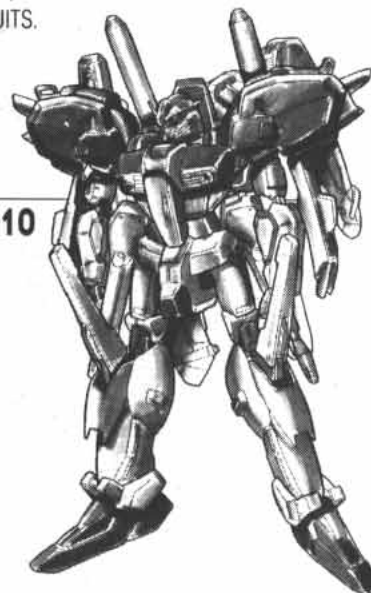


The Sentinels

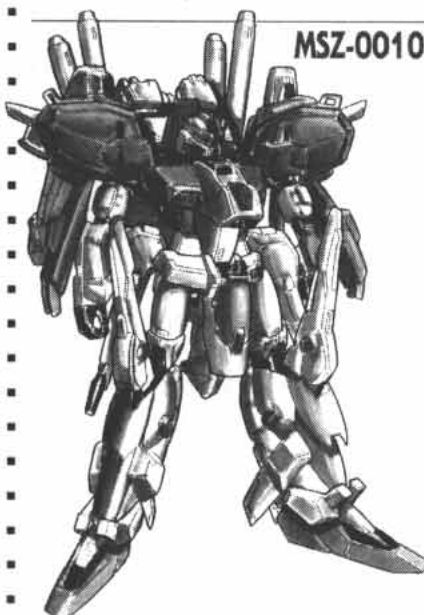
- The ZZ GUNDAM design proving successful, the engineers of Anaheim Electronics went on to create an even more powerful MS: the MSA-0011 S-GUNDAM. Although certain people see it only as a kind of bonified ZZ GUNDAM, the S-GUNDAM proved to be both much more advanced and stronger.

- Equipped with an Incom system (a perimeter defense system) and a Beam Smart Gun, the dimensions of the machine (21 meters tall and 73 tons) permitted the installation of many supplemental engines, thrusters, etc. Even the head had four 60 mm Vulcan guns instead of two. The S-GUNDAM had two versions: the MSA-0011Bst BOOSTERS-GUNDAM which was, as its name indicates, a booster unit equipped with eight 267,500 kg boosters (a total of 2,140,000 kg of thrust!) The other version was the MSA-0011Ex-S GUNDAM or EXTRAORDINARY VERSION S-GUNDAM, a Full Armor version of the standard S-GUNDAM equipped with an I-Field, a bigger Incom system and four 267,500 kg boosters. The Ex-S' weight clocked at 162.5 tons, one of the biggest GUNDAM ever made (the booster unit weighs 220.1 tons, but has no legs, so it cannot be considered a standard MS). The Ex-S was the last of the EXTREME MOBILE SUITS.

MSZ-0010



MSZ-0010Ex



The Second Axis/Neo-Jion War

In 0093 U.C., Anaheim Electronics designed, with the help of Lond Bell's Mobile Suit Forces commander Amuro Rei, the machine that was destined to be the ultimate GUNDAM: the RX-93 NU GUNDAM. The tallest of them all (22 meters), the machine's mechanical design was influenced by the RX-78 GUNDAM, the RX-178 GUNDAM MK-II, the MSZ-006 ZETA GUNDAM and the MSZ-010 ZZ GUNDAM. The technology used was very advanced, such as the Bio-Sensor, Psycho-Frame, and the armament included Psychommu-controlled Fin Fannel drones. The NU GUNDAM was the first Federal machine to have operational Psychommu-controlled weapons. Its color was white and black with gold-yellow trim, a unique paint job for a GUNDAM. A Full-Armor version of the RX-93 exists: the FA-93 HWS (Heavy Weapon System).

RX-93



A new generation

After the NU GUNDAM, the GUNDAM line becomes a little harder to follow. In the Double Fake manga, we see the MWS-19051G "D" Gundam (probably Delta) which is followed by the MWS-19051G-2D GUNDAM MK-II, the RGX-D3 and finally, the RGX-D4 (this manga would be situated in 0093/94 U.C.). The "real" GUNDAM line reappears in 0111 U.C. with the F-90 GUNDAM F90. By that time, technology had made a lot of progress and the dimensions of the Mobile Suits had been drastically reduced. Now, the GUNDAM is 15 meters tall instead of 20! A mass production machine, the F-90 could be equipped with various attachments, which allowed its use in different roles, such as assault, fire support, destroid, plunge, etc., depending on the type of modules

mounted on it. In 0121 U.C., the F-90 was upgraded to the F-90 Mk II, which could be equipped with a long-range Rail Gun for its L version. In 0116 U.C., the S.N.R.I. (Space Navy Research Institute) started their research on a new type of Mobile Suit incorporating many technological breakthroughs: the F-91 GUNDAM. Those breakthroughs were the Bio-computer (designed by Monica Arno, mother of the future F-91 pilot, Seabook Arno) and the V.S.B.R. system (Variable Speed Beam Rifle) which could punch through a beam shield. It was also the first Federal MS to have a Beam Shield. The F-91 was put into service in 0123 U.C., just in time for the war against Crossbones Vanguard. With time, a variety of F-91 upgrades appeared, like the RXF-91 and the RXF-91A KAI. The culmination of the F-91 line was the RX-99 NEO-GUNDAM, which marked the return of the Core-Fighter system.



F-91

F-90



In 0153 U.C., another GUNDAM appeared. Named V-GUNDAM or GUNDAM VICTORY, the machine was a return to the ZZ/S-GUNDAM style of MS. It was transformable, could separate in three components, but was also as small as the F-90 and had a beam shield. The Gundam genealogical tree stops here for the moment, although it is known that Yoshiyuki Tomino considers his GAIAGEAR novels/radio show to be the continuity of MOBILE SUIT GUNDAM. If we follow his way of thinking, the last known GUNDAM in the line would be the MAN MACHINE (equivalent of the Mobile Suit) GAIAGEAR ALPHA, which looks like an off-shoot of the MSZ-006 ZETA GUNDAM.



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WELCOME TO THE MODELING WORLD OF JAPANIMATION

We are happy to present the Mecha-Press modeling section. As you've seen from the color pictures, we have some pretty neat models this month: all four Gundam Prototypes from 0083, some oldies from Dougram and the superb Legioss Armo Bomber from Monocraft, a new garage kit company.

This modeling section couldn't have been realized without the help of Jeffrey Tom, manager of New Type Hobbies and Toys. New Type gracefully agreed to supply us with all the models seen in this section.

We'll try to feature garage kits more and more in Mecha-Press. As early as next issue, you'll be able to admire two Five Star Stories models and the 1/24 scale vinyl Shadow Flare from Max Factory!

If you have some neat work to show us, be it a modeling trick, a new technique or a neat model, share it with us! We might have some room for it!

RX78 GPO2A "PHYSALIS"

B-Club 1/220 scale resin kit
Modeling by Martin Ouellette

The GP-02A presented here is the 1/220 scale kit from the Bandai subsidiary B-Club. Made out of resin, the kit is impeccably molded, with only extremely rare and small air bubbles. The details are crisp and numerous, especially on the head and in the shoulder units.

Two things are slightly annoying about this model: first, you have to make the antennae yourself. Even if a full-scale stencil is provided, modelers uncomfortable or inexperienced with scratch-



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■ **BC438** MS-09FDom Tropen 1/144 Resin (Gundam 0083) \$115.00

■ **BC451** RX-78 GP-01 Upgrade Parts 1/144 Resin \$36.00

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■ **BC492** Gigamesh Marduke Powersuit 1/100 Resin (Macross II) \$125.00

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■ **BC1503** Icolina 1/15 Resin (Villgust) \$48.00

● **BC1504** Tekkaman Rapier 1/16 Resin (Tekkaman Blade) \$80.00

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■ **BC1506** RMS-009 Rick Dias 1/220 Resin (Z Gundam) \$75.00

KOTOBUKIYA

■ **BKMD71** Dangaio Full Action 1/220 Resin \$100.00

■ **BKMD72** Sazabi Full Action 1/100 Resin \$375.00

■ **BKMD73** Kou Uraki 1/20 Resin (Gundam 0083) \$20.00

● **BKMD74** Anavel Gato 1/20 Resin (Gundam 0083) \$20.00

■ **BKMD75** Cecily Fairchild 1/20 Resin (Gundam F-91) \$20.00

■ **BKMD76** Cima Garahau 1/20 Resin (Gundam 0083) \$20.00

■ **BKMD77** Seabook Arno 1/20 Resin (Gundam F-91) \$20.00

■ **BKMD78** Nina Purpleton 1/20 Resin (Gundam 0083) \$20.00

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■ **KA141** Mobile Maser Cannon 1/35 Vinyl (EX Hobby Japan Sum'92 p.63) \$350.00

■ **KA079** Lemnear 1/5 Resin \$150.00

PAPER MOON

■ **PM003** Soft Wired 23cm Resin (Intron Depot 1) (Hobby Japan 4'93 p.86) \$240.00

REPPU

■ **RED17** Isthair 1/6 Resin (Macross II) \$110.00

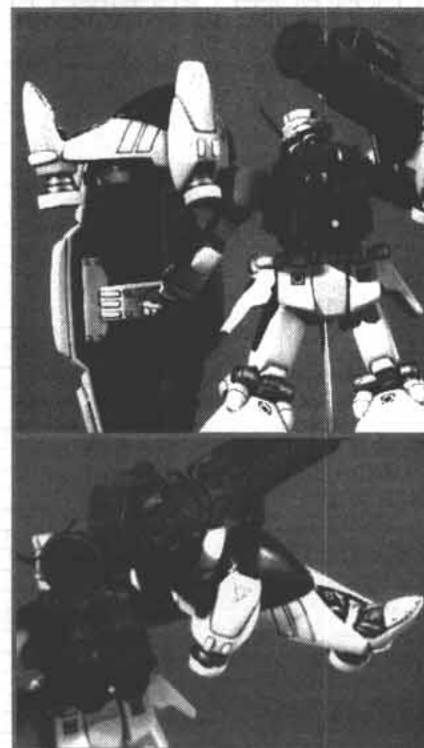
■ **RED18** Isthair 2 in Sweater 1/6 Resin (Macross II) \$110.00

building will find the small parts hard to do. If you don't want the trouble, simply use thin wire for the antennae, which will look good even if the shape is wrong.

Second, the bazooka's barrel was badly warped, affecting the shape of a banana. It is possible our sample was simply defective, however. This was more or less solved by immersing the part in hot water and bending it back to shape, but it is still slightly off-center on the finished model. This should not stop the potential buyer from getting this kit.

The paint used was Tamiya and Gunze-Sanyo acrylic colors, but the black was Polly-S Flat Black. All paints were applied with a paintbrush, then varnished with Gunze-Sanyo Flat Clear using an air-brush.

The finished model is big and awfully heavy. A fantastic kit for people who like big things in small boxes!



RX78 GPO1 FB "ZEPHYRANTHES"

Bandai 1/144 scale plastic kit
Modeling by John Moscato

Cosmetic differences set aside, this model is a totally different story than its predecessor: the joint system, for one, has been reworked at key points, having adopted (thankfully) a more suitable ball-joint system which greatly enhances mobility.

Also, the GP-01 FB is molded using Bandai's patented "System Injection" and subsequently comes in five different colors, a considerable advantage for those who do not wish to paint their models. Needless to say, assembly is quick, easy and very sturdy thanks to its snap-fit design.

Overall, this kit is quite impressive. As with the others in this line, detail is very crisp and clean requiring no serious modifications (except maybe at certain exposed joints).

A must-have for serious 0083 fanatics.

RX78 GPO1 "ZEPHYRANTHES"

Bandai 1/144 scale plastic kit
Modeling by John Moscato



To be quite honest, this kit leaves much to be desired; the molding is fairly sharp and flash-free yet the overall result is a very stiff, poorly articulated replica of a very nice Mobile Suit. Needless to say, modifications are very welcome.

To greatly enhance this kit's appearance, hydraulics, piston shafts and radiator tubing were added at key joints (shoulders, wrists, ankles, knees and neck); though subtle, they can make a world of difference.

Another helpful hint to keep in mind when modeling mecha are panel lines prevalent on machines of such large size. These are easily duplicated by drawing a sharp hobby knife across the painted surface of the model and then going over them with a small brush dipped in diluted ink.

With a little extra effort, the GUNDAM GP-01 has tremendous potential and is an excellent kit for beginners and experienced modelers alike.

RX78 GPO3S "DENDROBIUM"

Bandai 1/144 scale plastic kit
Modeling by Martin Ouellette

This model does not represent the standard GP03S well-known to Gundam fans. It is an experiment in alternative facts. Here is the story:

This machine is the early prototype which did not see combat, although many of its parts were used to build the final GP03S. As we can see, it had bigger but less powerful thrusters in its backpack, a different communication system and a training gun. This gun is the 90 mm rifle which shoots paint pellets, but with a longer barrel for greater accuracy. The paint job is not standard either. Since this was a highly secret machine, it needed a paint job that would break its silhouette so that spy pictures would be hard to decipher accurately.

The kit is probably one of the best Gundam kits ever made by Bandai. Fantastic proportions, perfect fit and lots of options (like the awesome folding bazooka) make this kit a must-have. The paint used was Gunze-Sangyo acrylic, and the finished model was sprayed with Krylon Matte Finish, which gave it a nice semi-gloss sheen. A kit to behold!



SOLTIC H8 ROUNDFACER

TAKARA 1/48 scale plastic kit
Modeling by Marc-Alex Vézina



To the Japanese fans, however, the Grif-fin is the H8 Roundfacer from the show "Fang of the Sun Combat Armor Dougram". Not much is known about Dougram, except that the plot revolves around the efforts of a group of rebels fighting an oppressive government on Earth. The mecha were rugged, tank-like machines that didn't fly (except the Dougram, but it needed a large plane to do so).

This kit is the Revell-imported Takara kit in 1/48 scale. It was "rescued" from a friend who used it as target for his rifle. Because of that, it was missing his right hand and part of the gun. In addition, it was badly burnt from "weathering experiments" and the canopy had a hole in it.

Working with these limitations in mind, the model was fixed with liberal amount of putty. Several good-looking holes were left in place to represent damaged sections of armor. No suitable replacement was found for the missing hand, so the

arm was further damaged and dressed up with a fake internal mechanism.

The cockpit was detailed with parts from the sparebox. Plastic sprues and electrical wire were used for oxygen tanks and various tubing. The hole in the canopy was rescribed with a "web" pattern to simulate a bullet hit and the hydraulic jack was made with a stripped piece of wire.

The entire model was painted with a coarse black enamel to give the model a rough, cast-like texture. A thin drybrush of gray was added to make the texture stand out. The realistic stripped paint effect is silver enamel applied to the edges of the model with a small paintbrush. Some weathering was then added.

The base is a piece of wood with some very fine sand glued to the top with white glue. This was then painted and weathered. The crewman is a 1/48 Monogram figure from a B-17 kit.

LEGIOS TREAD ARMO BOMBER

Mono Craft 1/72 scale resin kit
Modeling by John Moscato



Much to the dismay of anime modelers, several models such as the "Tread" bomber or the various Invids never saw the light of day because of the series premature cancellation... Until now.

Finally, years after the original show hit the airwaves, New Type Hobbies is proud

to announce the release of a 1/72 scale garage kit of the famous Legios Armo Bomber.

For a garage kit, this model is extremely impressive: the details and proportions are very faithful to the original animation design sheets, and the molding is very sharp, with few, if any, air bubbles. The material seems to be a kind of hard vinyl, easy to sand and very forgiving. A most complete decal sheet is included, with markings for all three Legios Armo-Bomber (blue, red, or green).

The only complaint we would have about this kit is in reference to the small Legios Armo Fighter included. It is molded in three pieces and is quite difficult to properly mask and paint, but with minor efforts this can be easily overcome. If the modeler wishes, the Legios can be replaced by the more detailed 1/72 scale plastic model, which will also fit the Tread. The Tread itself is flawless, requiring only some sanding before assembly.

All in all, definitely a first-class model kit, recommended to Mospeada and mecha fans alike!

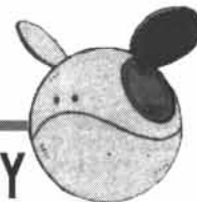
SOLTIC H8 ROUNDFACER

TAKARA 1/72 scale plastic kit
Modeling by Martin Ouellette

- The numerous panel lines were accented with diluted brown paint, applied with a 3/0 paintbrush. Since the quality of the molding wasn't so good, many of the panels had to be rescribed prior to painting. A few lines are actually simply painted on.

- The decals came from the sparebox. Many of them were from a 1/48 scale A-10 Thunderbolt kit. The paint used was Tamiya Acrylic Colors.





VICTORY GUNDAM

by Martin Ouellette

A couple of months ago, rumors about a new Gundam TV series began to circulate among the anime community. As time went by, the background and plot were announced, and designs began to appear in anime magazines. The new series has now been on the air for more than a month, so it's time to examine Victory Gundam!

When we visited Anime Expo in 1992, we were fortunate enough to meet Yoshiyuki Tomino, the father of Gundam. He talked about his desire to do a "different" Gundam, one designed to appeal to a new generation of fans. This is exactly what the new series is about.

The staff will be composed of Tomino himself as general director, Hiroshi Osaka as character designer (he previously designed the 0083 characters) and two of the most popular mechanical designers of the moment: Kuno Okawara and Hajime Katoki. Okawara designed the original mecha of MS Gundam (1979), while Katoki is known for his "Sentinel" mobile suits, as well as the GP03S. Hishigaki Sumiya rounds out the mechanical design team.

For this new incarnation, Tomino decided to more or less ignore the Gundam timeline before F-91 to have a maximum of latitude to try a different approach. According to him, the new show is destined to the new generation of Gundam fans. It will try to move Gundam away from the Gundam=Space image, or Gundam=Reality. It will be a fun show, quite manga-like, with a lot of action and merchandising.

THE STORY

The year is 0153 U.C. (30 years after Gundam F-91), and the people of Earth are complacent and bored under the warm security provided by the "Earth Community" (the Federation). They prefer to ignore anyone who would disturb their peace rather than deal with them. The Gundam-class mobile suits have become quite famous, and are mentioned often in the various history texts.

In space however, the Zansugaaru Empire, led by Queen Ammoniasu, is taking over the various colonies from their home on Side-2. The only organization standing between them and total domination of space is the Riga Militia, a group of resistance fighters from Side-6. Hoping to boost the people's morale, the Militia designs the Mobile Suit Victory, using the now-legendary Gundam look to create "a symbol of victory".

Zansugaaru Empire Mobile Suits

ZOLO: the Zansugaaru's best MS. It is equipped with a beam shield which turns into helicopter blades when it reconfigures to its jetcopter mode. It can also fly in atmosphere and separate in two modules, top half (head, torso, arms, beam shield) and bottom half (hips, legs and part of the backpack). It is usually painted olive green, but Chronixle's MS is crimson red. The Zolo was designed by Kunio Okawara.

TOMRIATTO: the Zansugaaru's foot soldier type MS. It can also transform into a helicopter and is supposed to appear a little later in the series. The color of the mobile suit is purple, and it was designed by Kunio Okawara.

SHOCKEW: little information is available on this machine. It has huge eyes and bears a certain resemblance with a GM mobile suit from the earlier series. Uso Evin pilots this mobile suit in the first few episodes of "Victory Gundam". It is painted in a light yellow-orange scheme, with red and black trim. The mechanical design was done by Hishigaki Sumiya, the least known of the three mechanical designers.





V Gundam Characters

The main characters of Victory Gundam are kids. Although this had been seen in ZZ Gundam and 0080: War in the Pocket, it is the first time so many kids share the spotlight.



USO EVIN (13 YEARS OLD): the happy, go-lucky V Gundam pilot. Born on Earth, one of his greatest desires is to find out what happened to his parents, who mysteriously disappeared many years ago.

SHAKTI KARIN (11 YEARS OLD): one of Usso's few good friends, she's rather clammy at first, but she will begin to open up her personality as the series progresses.

KATEJINA RUTH (17 YEARS OLD): the person Usso respects the most, Katejina left her parents and joined Usso's gang. It is hinted that she will switch sides at some point in the series.

CHRONIXLE ASHA: one of the Zansugaaru's best MS pilots and Queen Ammoniasu's younger brother. He's Usso's rival and hates to breathe the atmosphere of the planet, wearing a face mask whenever he has to go down on Earth. He pilots a crimson Zolo.



THE GANG: these are Usso's friends and "family". They are Suzy Riren, a 9 years old girl, Wallen Trace, a 13 years old computer genius, and Odeo Henriku, the 15 years old leader of the group. They are accompanied by Mabetto Fingerhat, a 22 year-old pilot for the Riga Militia. They also take care of Karuruman Doukatous, a one year old orphan baby. Flanders (Shakti's dog) and Haro (the ball-shaped robot from MS Gundam) round out the group.

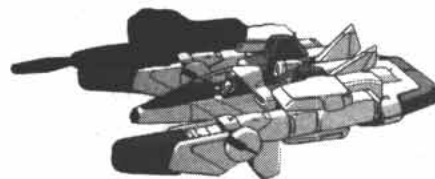
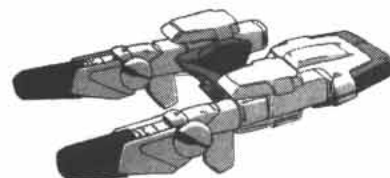
[Note from the Editor: the names are our interpretation of the actual katakana spelling, therefore the spelling may vary from other texts.]

THE VICTORY GUNDAM

Hajime Karaki used the general characteristics of both the ZZ Gundam and the S-Gundam (from Sentinel) to design the new Victory Gundam. Like these two machines, the V Gundam is variable and can be separated in three parts:

"A" PART:

Called Top Limb, this part is composed of the arms and hips of the mecha. Since the beam rifle is attached to the "A" part, it has very good firepower. It can be considered as an armor pack for the Core Fighter.



"B" PART:

The "B" part is the Core Fighter itself. It forms the mobile suit's control block/cockpit and part of the torso. It also carries the head of the Gundam. It is almost always used in conjunction with either the "A" or "C" parts, as they cannot wander around by themselves.

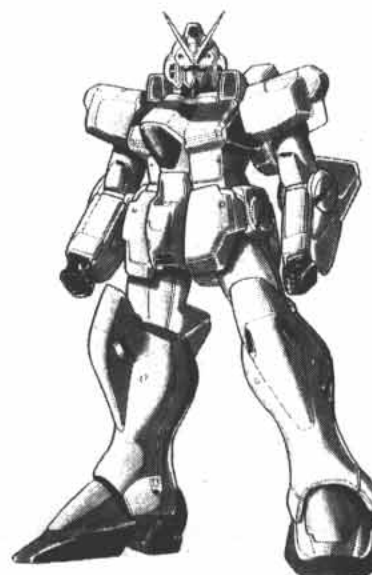


"C" PART:

This is V Gundam's lower half (legs and parts of the backpack). When attached to the Core Fighter, it acts as a booster to extend the range and fighting ability of the "B" part.



The Victory Gundam marks the return of the Core Block System while incorporating beam technology, as it also carries a beam shield. Standing nearly 15 meters tall, it can attach itself to additional modules for power-ups. It also bears a striking resemblance to the GP00S from 0083: Stardust Memories, albeit with a more rounded look. It is hinted that the mechanical aspects of the MS could be altered during the series as the Gundam team finds new parts and invents new systems for the machine. The fact that the V Gundam is inefficient and will get damaged often was also mentioned.



MEKTON CLOSER TO JAPANIMATION

By Marc-Alexandre Vézina

Each issue, we publish a gaming adaptation of at least one mecha design. Several people wrote to us asking how this was done, and why the result sometimes didn't match perfectly the published statistics. In this installment of *Mekton: Closer to Japanimation*, we will describe the process of adapting an anime mecha to its game counterpart. As the title states, we will use the Mekton game system as base for our adaptation, but you can pick up several tips which can easily be applied to other game systems.

Gaming limitations

The first thing a would-be mecha designer should be aware of is that no matter how hard he tries, the gaming stats will not be a perfect representation of the "actual" characteristics of the machine. This is due to the inherent limitations of the whole game system. The rules exist to make the game fair for every player involved; in anime, the plot influences the performances of the various fighters a lot, which is something that cannot be reproduced (unless your gaming partner is willing to get his head handed to him everytime he plays). Therefore, you must satisfy yourself with a fair representation of your favorite mecha.

The actual game system will also greatly influence the design. With the publication of the Techbook, the Mekton system is now one of the most flexible systems on the market, and is perhaps the best suited to represent the technicalities of each design. Mecha! is action-oriented rather than mechanics-oriented, so you will have to make many concessions while designing. Not every weapon will be represented, and some special abilities might be lost. However, the various battle fought with this system will closely march the actual anime screen action, complete with exploding mecha and heroic deeds.

Battletech is not the system for those who wish to translate an anime design. Its peculiar setting and technology level prevent that. However, you can use the external look of an anime machine to design a cool-looking walking tank, much like FASA did in the early days of the game. An excellent example of this is the Dugger adaptation on page 39.

In short, use Mekton for technical accuracy, Mecha! for the action, and Battletech... well, if you play Battletech and want a good-looking mech.

Getting the facts

The first step of design is to get some information on the mecha you're adapting. Watch the original anime if you can to get a "feel" of the machine's particular universe. This will help you choose the various stats and weapons of the machine, and figure out any special rule needed to emulate the peculiarities of each design (see below).

Changing the rules

Sometimes the existing rules won't allow you to get the correct anime feel. A good example of this is the Dunbine adaptation of Mecha-Press issue 6. The Aura Battlers all weight less than ten tons, so each would move at the same speed and have the same MV if we used the official rules. So the chart is slightly reworked so that for purpose of MA and MV, the machine's weight is multiplied by ten (so the weights range up to a hundred tons).

These rule modifications will not affect game balance as long as every player is aware of them and they apply to both side of the conflict. Of course, these "home rules" will have to be discarded if the players wish to pit mecha from different shows against one another.

Cost and Design Limitations

The CP cost exists mainly to regulate mecha design and provide a point value for balancing straight battles. When adapting, spend as much CPs as you need. Powerful mecha like the Gundam will cost a lot more than your average GM, and that's perfectly normal. Don't let the point cost limit your design parameters.

On the other hand, don't go wild either. Not all mecha will have a mega-heavy



structure and 15-Kill weapons. It is useful to establish a guideline before starting the actual designing. For example, you could state that Z Gundam-era mobile suits cannot have more than Light Heavy components. Mecha of the same era can be very close with regards to the actual body structure and armor rating, and even share the same basic layout. And if you want exploding suits like in Gundam, buy some cheap servos and a fragile powerplant.

Don't overuse the efficiency rules. This is very easy to do, and has the unfortunate side effect of producing unstoppable monsters. If you use a great deal of efficiency, ask yourself if the mecha you're designing really needs armor that thick, or guns that big.

That's not in the rules!

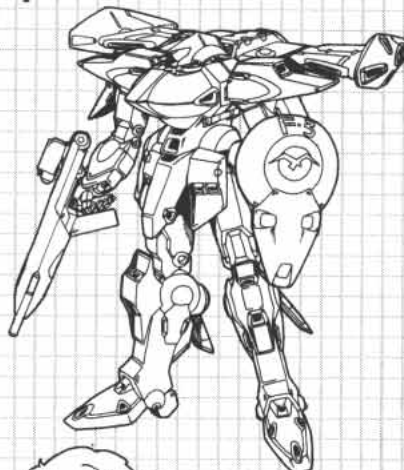
As we stated before, it is possible you will encounter some systems not included or impossible to design using the Techbook (like the mecha-sized magnetic grapples of the Gunhed in last issue). The best thing to do in such cases is to ignore the system altogether or replace it with an equivalent mechanism. There will be times when this will prove impossible, so you will have to make up a new piece of equipment. Keep the idea of play balance in mind at all times, and try to base yourself on an existing design (some sample systems exist in Roadstriker II and Mekton Empire). If you are not sure whether or not a newly designed system is too powerful, augment its cost. That way, not only is it fair but you also pay for having a non-standard system aboard your mecha.

Conclusion

No existing game system will allow you to perfectly translate a mecha, but, as we saw, you can do a fair job and get a very good game representation. So grab your rulebooks, and get to work: there are many more battles to fight!

INCOMING FOR THE MEKTON II RPG SYSTEM:

Operation Rimfire



Operation Rimfire is the first official R. Talsorian Games Mekton adventure supplement.

According to R. Talsorian, the book will include ten fully detailed Player Characters, complete with color shots and model sheets. Also included are over fifty Non Player Characters, all with full visual presentation, and full breakdown of the various Mektons.

The highlight of the book are the 22 action-packed episodes, linked together to form the first ever Mekton series. Full set drawings or maps are included for all major locations.

Page count is rumored to be around 112-120 pages. The release date has not been confirmed yet, but R. Talsorian expects the book to be out late June or early July.

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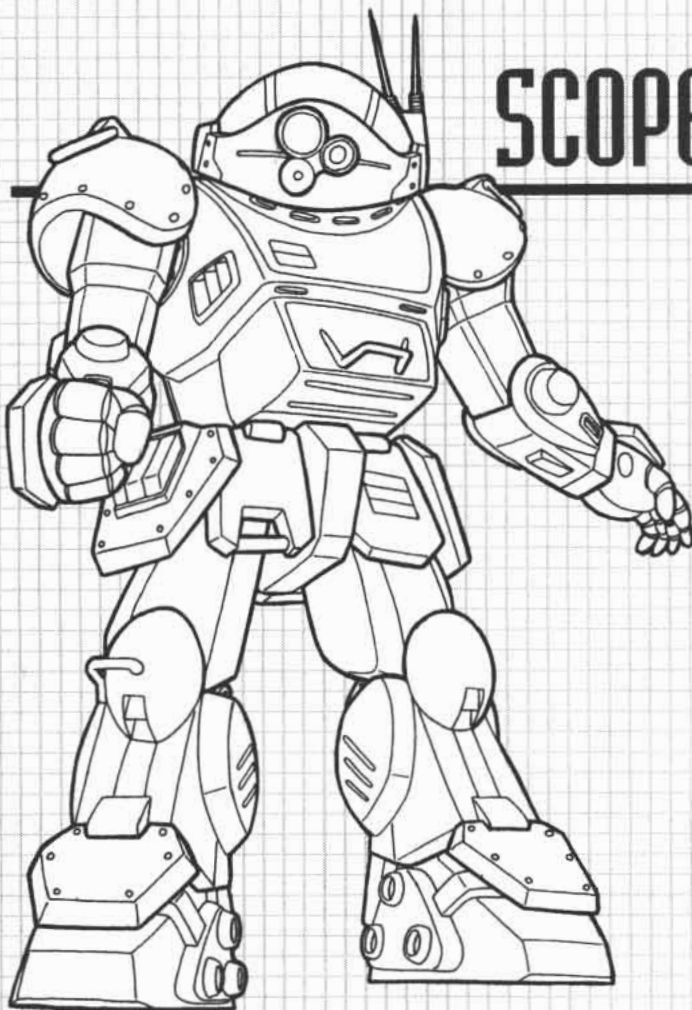
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SCOPEDOG

ADAPTATION FOR MEKTON*

By Nicholas Gendron

- This month's Mekton adaptation is the Scopedog, a small and rugged machine used as trooper mecha in the series Armored Trooper VOTOMS.
- First, we had to choose the scale. After some discussion, we settled on the standard 1/1 scale rather than the 1/5 scale because we felt the latter was better suited to powersuits (which the Scopedog isn't).
- The second problem we faced was the multiple weapon systems available to the machine. These were built separately with the hand or body's space in mind; weight efficiency was used to reduce the armament's weight to zero, which is not realistic but avoids problems when adding them to the Scopedog. Simply choose one or more weapons and add their cost to the basic cost of the mecha.
- There is no Techbook system to simulate the roller wheels, so we came up with a system which is fair: for each two CPs spent, the mecha receives one Ground MA. One space can accommodate three CPs' worth of roller wheels.
- This adaptation can be used as a basis for building the various Scopedog variants existing in VOTOMS. You can also design more guns, not forgetting to reduce their weight to zero. The possibilities are endless!

Name: ATM-09 Scopedog
Tonnage: 6.6
Pilot Name: various

Ground MA: 10 (13)
Flight MA: 0
Maneuver Value: -2

Actions Bonus: -
Scale: 1/1
CPs: 94.4

COMPONENTS

Servo Location	Level	Kills	Armor	Type	SP
MB	LW	4	LW	S	2
Head	SL	1	LW	S	2
R&L Arms	SL	2	LW	S	2
R&L Legs	LW	3	LW	S	2
-	-	-	-	-	-
-	-	-	-	-	-
Powerplant	SL+1	4	-	Cool	-
Hydraulics	-	8	-	Standard	-

EQUIPMENT

Name	Kills	Game effects
Rollers	1/1	LL/RL (+3 G. MA)
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

WEAPONS

Name	WA	Range	Kills/Dam	Shots	Loc	Special
Armored Punch	+1	Melee	2/2	inf.	LA	AP, Quick, Handy
Armored Punch	+1	Melee	2/2	inf.	RA	AP, Quick, Handy
-	-	-	-	-	-	-
Choose weapon:	-	-	-	-	-	-
1) GAT-22 HMG	0	6	2/2	*	RA	Machine Fire, BV3
*Ammo HMG	-	-	-	30	RA/MB	Standard
2) GAT-49 Rifle	+1	6	3/3	*	RA	-
*Ammo Rifle	-	-	-	30	RA/MB	AP
3) SMAT-38	-1	8	6/6	9	MB	Blast 1 Hex
Missile Pod	-	-	-	-	-	-

SENSORS

Type	Kills	Range	Comm	Loc
Main	3	2 Km	500 Km	H
Back-up	-	-	-	-

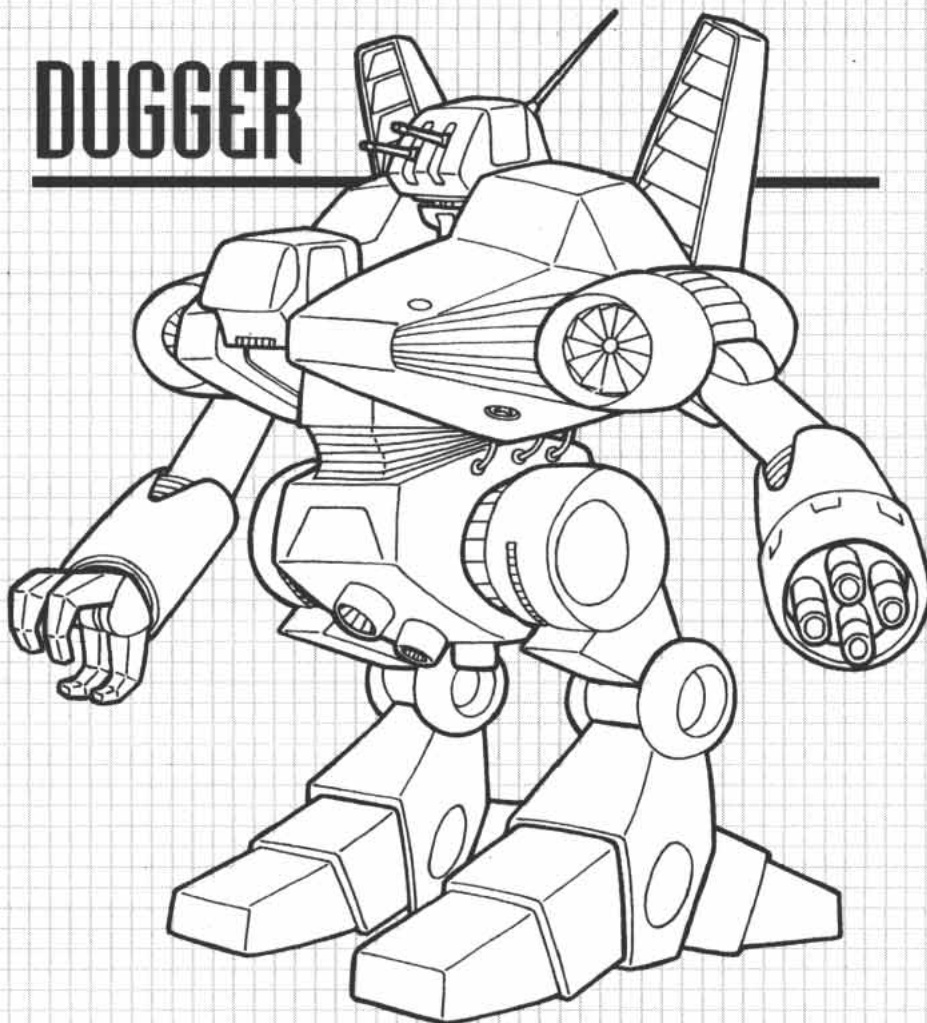
WEAPON COST

Weapons	CPs
GAT-22	22
GAT-49	19.2
SMAT-38	42.6

• This design uses Mecha-Press optional rules.

The Dugger is upgradable by replacing the whole left torso/arm assembly for close-in firepower and stealth. The best way to use the design is to use at least one of each model (A or B) in your force. Since they look exactly alike, you'll be able to confuse your opponent many times!

DUGGER



Medium Pulse Laser	LA	2	2
Medium Pulse Laser	LA	2	2
Medium Pulse Laser	LA	2	2
Medium Pulse Laser	LA	2	2
Guardian ECM	LT	2	1.5

MECHA!TM

ARMOR RULES

by Brad Carlson

illustrations — Jesse Conklin and Nikolai Lokteff

Strike Commander Tatiana Komarov pivoted her mecha in place, covering the corridor behind, as she ordered her A.M.O.K. units to scout ahead down the corridor. Reading her mecha's damage indicators, she noticed her D.A.R.C. Star's impervium plating had suffered minor damage in the firefight with the Pacific Coalition defense group. Her mouth twisted in a wry grin as she thought of the price those P.C. mecha had paid to cause her even this much damage.

As she studied her readouts, a soft "click - CLICK" penetrated her external sensors. Reacting quickly, Tatiana caused her mecha to dive to the steel floor of the hallway as the concussion of the corridor mine — triggered by one of the A.M.O.K. units floating through a sensor field — seared the air above her. Her on-board computer calmly announced the destruction of one of the slave units and minor damage caused to the other.

Swiftly rolling to one side, she bounced up to one knee and scanned for threats. Sure enough, the mine blast was cover for a light mecha to spring from its hiding place in ambush. Tatiana's scanners quickly identified it as a Sindo-class humanoid — a lightly armored, short range opponent. Powering her weapon, she stepped back quickly and fired her Gravitic Disruptor in a fast hip shot. Despite her haste, the tiny singularity was dead on target. The shot scored the iridium coating of the Sindo's armor, but much of its savage energy went to waste as the molecular alignment of the Sindo's underlying Krysteel armor resisted the tidal influence of the tiny black hole.

"Sabak v'syn" she cursed, dodging quickly to one side as the Sindo's rapid-fire M.A.A.C. spat slugs at her. As she ducked and rolled, her computer's serene voice told her the damaged A.M.O.K. unit was back on line. "Fire!" she shouted at the slave in the English command language. The A.M.O.K. unit unleashed a Laserlance blast, hitting the Sindo squarely in the side. The slave's multi-spectrum laser cut through the defender's rigid Krysteel, melting the armor and detonating the reactor within. The blaze of the explosion engulfed and destroyed the last A.M.O.K. unit, but merely bounced Tatiana back down the corridor. Shaking her head to clear it of the explosive sound, Tatiana realized that once again, she had survived... and her opponent had not. Recording the kill for future bonus pay, she gritted her teeth and pushed on.

Weapon Types

There are many different types of weapons in the universe and the effect a bullet has on a target can be radically different than that of a laser on the same target — for example, a laser might be deflected from a mirror, but a bullet would shatter the mirror to pieces.

To give mecha weaponry this variety, *weapon types* were created. There are no special construction costs for types, but each weapon must be designated as one of these five types at the time of construction.

Missiles do not have weapon types and are assumed to be neutral to all armor types.

The weapon types are:

Projectile (P): These weapons use solid projectiles of some type (i.e., machine guns, gauss rifles, throwing spears).

Blaster (B): Any accelerated/energized particle weapon (i.e., particle accelerators, ion cannons, electron guns, neutrino cannons, plasma bombs).

EMR (E): All electromagnetic radiation weapons (i.e., lasers, masers, microwave cannons, gamma bombs).

Chemical (C): All the noxious stuff that destroys targets chemically (i.e., napalm, alien blood).

Force (F): The "soft-science" category that includes a variety of weapons that defy the bounds of physics as we know it (i.e., pressor/tractor beams, disintegrators, force field projectors, black hole bombs).

The weapon type is indicated in the third box of the four-box weapon code on the new Mecha! Spec.

Armor Types

Now your weapons are varied, but what about armor? Not everyone is sheathed in steel plate out there, and weapons will react to different armor types in different ways.

There are so many universe backgrounds out there that it's impossible to define all possible armor types, so the following information describes the armor found in the Terran Confederacy (introduced in our new game, *Combat!*), and lays out an Effectiveness Table for to show weapon and armor relationships.

Terran Confederacy Armor Types

Krysteel (K): Crystalline-aligned steel is the least sophisticated of the three armor types. Its molecular simplicity and stability make it highly resistant to the intricate effects of both blasters and force weapons. However, it suffers from a relatively low melting point and a more brittle structure than other armors, thus making it susceptible to projectile and EMR weapons.

Ceramite (C): A semi-metallic, ceramic composite armor. It has excellent resistance to almost all attack forms and has remarkably high melting and vaporizing temperatures, making it virtually immune to EMR-based weapons. Its one weakness is to blasters, whose charged particle bombardment can destroy the complex molecular structure of the armor.

Impervium (I): Impervium consists of a special viscous liquid crystal that is conductive to force field emissions. A very low powered force field is activated to rigidity the crystal during construction and throughout the life of the vehicle. This armor has the capacity to flex slightly under high velocity impacts dissipating most of the energy of projectile weapons. Unfortunately, force weapons disrupt the field greatly and reduce the armor's effectiveness.

It is common for all armor types to have a coating of iridium alloy to utilize its temperature reflectivity and hardness characteristics. This often makes it difficult to identify a unit's armor type until some of that outer layer has been vaporized. (In game play, this means you don't have to announce your armor type until shot — however, it must be recorded on your Spec.)

A mecha only has one armor type regardless of how many different kinds of armor it has (regular or heavy armor, as well as a possible armored shield).

Chances for armor criticals are modified by the type of armor being hit and by the type of weapon making that hit.

Cross-reference the pertinent armor and weapon types on the following Effectiveness Table to find strengths and weaknesses:

Effectiveness Table

	Krysteel	Impervium	Ceramite
Projectile	W	R	—
Chemical	—	—	—
Blaster	R	—	W
EMR	W	—	R
Force	R	W	—

W Weakness: The armor has a weakness against that particular weapon type and +1 is added to the chance for an armor critical.

— Neutral: The weapon is neutral to that armor and damage is rolled normally.

R Resistant: The armor is resistant to that weapon and all armor critical rolls are made at a -1 modifier.

Stay tuned next issue for more new rules, including things like weapon classes (burst and decaying strength), turn allocations (instead of turn lengths), turrets for surface mecha, and a discussion on interchangeable weaponry packages.

And don't worry — we'll explain those mysterious Psi Powers (blacked out on the Specs above), in future issues.

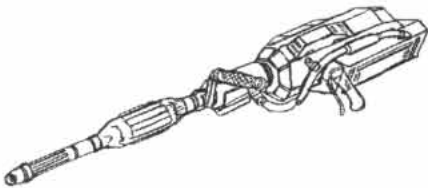


Laser lance

Classification: EMR

TerrCon File Code: D05J2-E

Based on the pulse laser, this spectral laser (called a laserlance because of its cumbersome shape) has a unique liquid-crystal casing agent that changes frequency during each pulse, starting in the near-ultraviolet frequencies and ending in the yellow-orange range. This allows some portion of each pulse to be transmitted through any optical window available in that engagement.

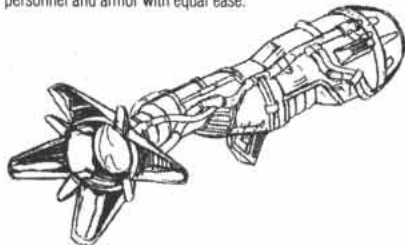


Gravitic Disruptor

Classification: Force

TerrCon File Code: C5217-F

With recent advances in inertial-field technology came the development of the gravitic disruptor. This weapon generates and fires a quantum singularity. The resulting area of hypergravity collapses personnel and armor with equal ease.



Name: D.A.R.C. Star		Movement		Psi Powers																																									
Class Mid	Escape Mechanisms Hardsuits	Hum 18"	Sur 18"	Aero 18"	AP ratio 1*/AP																																								
# of crew 1		Gr 18"	Sk 18"	FI 18"	13*/AP																																								
System Integrity [Progress Bar]	Ranged Weapons																																												
Defenses Regular Armor Heavy Armor Armored Shield Force Screen	<table border="1"> <thead> <tr> <th>Weapon Name</th> <th>Damage</th> <th>Class</th> <th>Type</th> <th>Range</th> <th>ROF</th> <th>Battery</th> <th>Turns</th> </tr> </thead> <tbody> <tr> <td>Gravitic Disruptor Cannon</td> <td>4</td> <td>S</td> <td>F</td> <td>40</td> <td>1</td> <td>1</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>					Weapon Name	Damage	Class	Type	Range	ROF	Battery	Turns	Gravitic Disruptor Cannon	4	S	F	40	1	1																									
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Gravitic Disruptor Cannon	4	S	F	40	1	1																																							
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Options	Weapons																																												
Punch Dodge																																													
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The D.A.R.C. Star is the workhorse of the Russian segment of the D.A.R.C. coalition. Designed to scout enemy terrain with the assistance of 2-4 A.M.O.K. units, the D.A.R.C. Star is a highly variable, multiple-threat firing platform.

Tactics: You have some skill in melee combat, but you're designed for range. Be aware of your energy limitations and keep your defensive options open. Remember — if you die, so do all your A.M.O.K. units.

Name: Attack Module, Orbital Killer (A.M.O.K.)		Movement		Psi Powers																																									
Class Slave	Escape Mechanisms	Hum 18"	Sur 18"	Aero 18"	AP ratio 1*/AP																																								
# of crew 1		Gr 18"	Sk 18"	FI 18"	13*/AP																																								
System Integrity [Progress Bar]	Ranged Weapons																																												
Defenses Regular Armor Heavy Armor Force Shield	<table border="1"> <thead> <tr> <th>Weapon Name</th> <th>Damage</th> <th>Class</th> <th>Type</th> <th>Range</th> <th>ROF</th> <th>Battery</th> <th>Turns</th> </tr> </thead> <tbody> <tr> <td>Laserlance</td> <td>3</td> <td>S</td> <td>E</td> <td>60</td> <td>1</td> <td>1</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>					Weapon Name	Damage	Class	Type	Range	ROF	Battery	Turns	Laserlance	3	S	E	60	1	1																									
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	Bay 1 Bay 2 Bay 3 Bay 4 Bay 5	Missile Pods	<table border="1"> <thead> <tr> <th>Options</th> <th>Weapons</th> </tr> </thead> <tbody> <tr> <td>Charge</td> <td></td> </tr> </tbody> </table>			Options	Weapons	Charge																																					
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The turbine-shaped A.M.O.K. units use a combination of jet thrust and repulsor field technology to float swiftly and silently forward, bearing the potent Laserlance weapon to bear on any force targets.

Tactics: If you want the A.M.O.K. units to last a while, make sure to keep six action points available for a last ditch force shield — it's the only thing you have to stop armor criticals. However, when the unit is finally destroyed...don't worry — the unit was expendable anyway.

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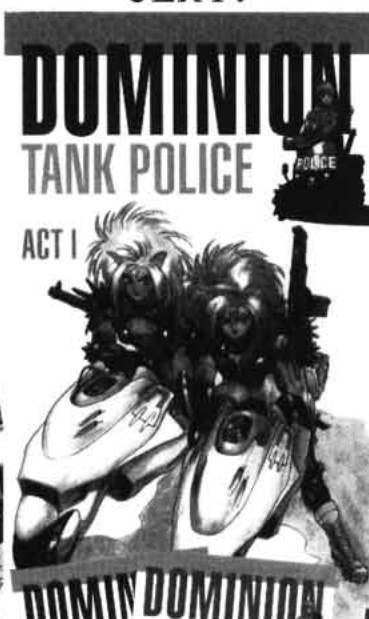
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